

**TONS OF
TIPS**
FOR YOUR
MACHINE
see pages
16-25,
31-33,
44-45

WEEKEND **COMPUTER EXPRESS**

FIRST NEWS • FIRST REVIEWS • BEST BUYS • YOUR WEEKLY GUIDE

AMIGA



TURBO SOUND

The great upgrade to TechnoSound is here

MAC



NOTEBOOK!

But Apple's been pipped
— this is a brilliant clone!

GAMES



SARAKON

The new Mah-Jongg?
PLUS HOT NEWS!

INCREDIBLE!



SEGA'S SECRET HOLOGRAPHIC ARCADE GAME

— But is it the
future of home
entertainment?
see pages 55&56

**ATARI ST: CD-I drives
for your ST are on their way!**
Find out why, how and when on page 5



**PC: The Bravo 286 — the
best value yet? — p49**

MULTIGEM



Multi-tasking on your ST is
here — **exclusive review p53**



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COMPETITION

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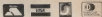
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NIBBLES

Nintendo makes moves in Europe

Massive Japanese computer manufacturer Nintendo has announced that it would like to have eight million Game Boys in European homes by the end of 1992.

The company also plans to have shipped 10 million Super Famicom games consoles in Europe by the same period.

IC on the wall

Those ever wacky Californians have just gone one step further in their search for a bit of history of their own. A plaque will go up on the wall at 844 East Charleston Road in Palo Alto California in honour of Dr Robert Noyce, the inventor of the integrated circuit.

It joins the plaque in Silicon Valley where Bill Hewlett and David Packard cooked up their computer in a garage.

Commodore's \$60m profit

No doubt due to the ever widening success of the Amiga, Commodore has posted 1991 fiscal year results of \$37.4 million on the back of sales worth \$1,947.2 million. The company report that this is an 18 per cent increase in sales in the same period in 1990. Will it do even better after CD-TV hits the shops in bulk?

Hypercard for the ST?

An enterprising company has released a Hypermedia package for the ST. The program enables the user to create a series of cards containing text, graphics and sound.

MooleySoft reckons that the program is a perfect teaching tool due to the way in which the various cards can be accessed.

No pricing details are available yet but MooleySoft can be contacted at Humberstone Cottage, Raywile, Dunblane, Perthshire, Scotland.

Mercenary III: defend Dion from evil

Paul Wookes, the chap who brought you the impressive *Mercenary* has been busy creating a follow-up. The original game was unique in that Wookes created an entire solar system of diverse planets, any of which you could visit and travel about on.

Mercenary III is different to its predecessors in that its taken on board the ever trendy green issue. In this game you've got to thwart an evil chap who wants to extend his open cast mining operations to the lush planet of Dion. As with the other games, there isn't just one solution to the game and Wookes is hoping to keep the insularity element in the game.

New twists in the release include character



• In *Mercenary III* it's the green issues that you have to protect

interaction, air combat sequences and a public transport system for the lazier gamer. *Navigators* reckons that the game will be available in the autumn on both Amiga and ST. ■

Archimedes highlights

Three new programs have been released for the Archimedes.

Highlighter (ESD) is an information handling package which links graphics and text together in much the same way as Hypercard does on the Mac.

Recall (ESD) is a database designed for use in mind.

Gripsee (ESD) is a utility which facilitates the display of proprietary sprite files while running a DTP program. Sherston Software can be contacted on 0888 940433. ■

Outbound launches 3 Mac-compatible notebooks in US

APPLE IS PIPPED!

Just two months before Apple is to launch its own notebook style portables, US Mac clones, Outbound, unveiled a family of three compatible notebooks at Boston's MacWorld on 6 August.

Running at 20MHz, weighing only 6lb and measuring 8.5 x 11 x 2 inches, the three machines include internal floppy drives and a variety of CPU, memory and hard disk options. Unlike Outbound's former portable, none has Mac ROMs are included.

Claimed to run for up to three hours on rechargeable batteries and featuring a backlit 640x480 pixel LCD screen, the three machines are attractively priced with the entry level model coming in at \$2,500. As yet no UK distribution has been tied up so potential customers should contact the company direct on 9191 383 785 (USA).

The Notebook System 2000 comes with a 65000 processor, 28kb of RAM and either 20Mb or 40Mb hard drives while the System 2030 features a Motorola 68030 processor running at 20MHz, 48kb of memory and optional 40 or 60Mb drives. Both are available immediately.



• Outbound's new 20MHz Mac notebook with 20Mb hard drive - fast, light and a cheap alternative at only \$2,500

The first model in the series is the 2030S which won't slip until the end of the year. This runs on a 68030 and will offer virtual memory capabilities and above the 4Mb on-board RAM. Hard

drive options are the same as the 2000.

In the face of Apple's tough policy on copyright enforcement, Outbound appears to have found an ingenious solution to the problem of using Macintosh ROMs in its new notebooks. The company sells the systems with a used Mac, from which it transfers and installs the ROMs, and then repackages the 'shell' from the user. Thus, the user receives a ROM-equipped, ready to use Outbound. Such is the level of meeting compatibility that even Apple's brand new System 7 operating system can be run in the range.

Interestingly, the range features a TrackBall device located near the keyboard's space bar which functions as a mouse alternative. An Apple mouse can be connected if preferred, as can any other Mac peripheral as the notebooks offer AppleTalk SCSI and Apple Desktop Bus ports. The units also include a built-in microphone and 2-inch speaker.

At the entry level price of \$2,599, rising to \$4,299 for the 60Mb 2030 machine, the notebooks are expected to compete very closely with Apple's forthcoming range expected in late October. ■

Domark deals out sport and violence

ULTRA VIOLENT PITFIGHTER

The Atari coin-op *Pitfighter* came in for some flack due to the complexity and 'sport' which it depicts. Domark has acquired the licence to the game and has roped in the Teague programming team to convert it.

The idea of the game is to survive a series of bouts in a pit. The reason it's so violent is that you can use any means to get



• In *Pitfighter* you have a choice of character - Buzz, Ty or Kato. Each has a set of specialist moves and fighting skills

your opponent on the floor, this includes kicking him/her when they're down or stabbing them with a knife.

The audience watching the match also has a tendency to go against you, so it's a good idea to stay away from them; get too close and you'll find yourself being strangled by a large biker with a chain.

Pitfighter will be available for the PC, Amiga and ST at £24.99, Commodore 64 (£14.99 disk, £10.99 tape), Amstrad (£17.99 disk, £10.99 tape) and Spectrum (£17.99 disk, £18.99 tape). Due for release in November just in time for a bloody Christmas.

RUGBY RUCKS

Even if you've only caught 10 minutes of TV in the last month, you can't have failed to notice that this year's World Cup rugby championships are being held in Britain, thus Domark is producing an official Rugby - The World Cup simulator.

Domark claims its simulator 'is to rugby what Kick Off is to football.' It's



• All 16 teams are included in *Rugby - The World Cup*, so you can watch English thrash Wales and then get beaten to a pulp by the New Zealand team

included all that fan-filled rugby action, such as kicking, stiff-pulling, shoving and barging in the game, along with the stuff like tries, conversions, line-outs, scrums and scrums.

Release is set for late September, available on Amiga and ST for £24.99 and Commodore 64 (£14.99 disk, £13.99 cas). ■

Atari all set to directly compete with Commodore's CDTV

CD-INTERACTIVE FOR ST RANGE

Having revealed that it has already developed a CD-I based computer (the Falcon), Atari has gone one step further and revealed that this technology is to be made available to all ST owners.

Sony Computer has confirmed that the Compact Disc interactive technology which will appear in the Falcon super computer will be released in a standalone box for the ST, Mega ST and TT. The CD-I drive will be using the Philips unit.

Philips, Sony and Matsushita have entered into an accord to develop a CD-I standard, one that bears absolutely no resemblance to Commodore's CDTV machine. Therefore Atari is setting itself up in direct competition to its archrival, an unsurprising move considering the company's traditional price beating history.

MASSIVE STORAGE

The Philips drive can store up to 600Mb of graphics and sound in one disc, over 320 times the information you can store on one floppy disk. What's more, this information can be high resolution graphics (up to 16 million colours) or high quality sound (up to 2.4 hours of 16-bit standard).

Atari is unwilling to reveal when it is going to be releasing the CD-I add-on and it is also being kept tight about the price of the box. It's likely to be lower than CDTV though. Apart from anything else, the Atari unit will not include an ST inside the box. Given these offers a price of about £600 seems likely. ■

ST CD-I DRIVE TECH SPEC

SIZE: standard 12mm single-sided optical disc
CAPACITY: 650Mb
HEAD SPEED: 170K, per second with constant linear velocity
SCREEN RESOLUTION: internal - 384x386 pixels, double - 768x560
PICTURE QUALITY: natural photographic pictures can be used. A full screen picture at normal resolution would occupy 100K, so 6,340 of these pictures can be stored on one disc.
ANIMATION: usually limited by the rate at which data can be read. Here, assuming 12.5 frames/sec, there's about 14K available for each picture in the sequence
FULL MOTION VIDEO: CD-I players have four display planes, including a

foreground cursor plane, two 6-bit image planes and a background plane. The encoding algorithm gives better than 5:1 video quality running at 35/36 frames per second at full-screen resolution.
COLORS: available at normal resolution: 16 million. Available with RGB 555 encoding method: 32,768
EFFECTS: Cut, dissolve, granulation, blind, wipe, square
TEXT: held on disc either as characters or bit-mapped pictures
AUDIO: conventional CDs can be played. 72 minutes of music can be recorded on the disc. Alternatively, two stereo channels can play back 4.8 FM hours of 16-bit music or eight AM channels can play back 9.6 hours of speech.

Disks erased while-u-wait

Should security be your place of employment be a major obsession, you might like to know about a company which specialises in supplying equipment which can erase every last bit of information from your disks.

An office eraser will set you back £500, but hey, what's the price of peace of mind? Contact Verity Systems on 0282 317000. ■

Electric Brain

Console freaks will be pleased to learn of a new magazine devoted solely to advanced gaming glasses and playing tips.

Cue:ch is a 32 page tactics manual devoted to the Sega MegaDrive, NEC PC Engine and Nintendo Super Famicom. Besides hardware news and the newest software releases, there's lots of tips on getting the most from your games.

It's available for £1.30 from 125 Arnold Road, Beeston Estate, Nottingham, NG6 5HR and it's well worth checking out. ■

Sharpen up your storage

Sharp has produced a 16 minute video to help IQ electronic upgraders get the most from their machines.

Knowing Your Organizer features hints and tips showing how the IQ can make your working day run more smoothly. It stresses the benefits of storing information such as phone numbers, addresses and diary dates electronically.

It also demonstrates how the full range of IQ peripheral work, including IC cards, and has a section on the history and development of the organizer. The advantages of being able to transfer data to and from PCs is also described. Knowing Your Organizer is available for £7.95 from IQ Mail Order Services on 061-938 5559. ■

Complete VCR control

If Sony has its way, you won't just be using your video with a remote control, you'll be connecting it up to the computer and controlling tapes from it. The company has launched its Video Hi-Link VCR which can be completely controlled from an Apple or a PC.

Of more interest is Sony's Multi-disk player 1100. This ingenious piece of technology can play back any disk media all the way from Audio CDs up to SI laser discs. The computer can control this via a serial link and Sony's Video System Control Architecture (VSCA) software.

Quite what the applications for this kind of media are, Sony didn't say. However one can envisage a situation where presentation could be stored on CD or laser disc and then controlled with considerable flexibility by a computer. The company says that both machines will be available by the end of 1991. ■

Price change

The news story on page six in last week's issue told 'Tense, nervous headline' quoted an increased price. It should have read C24-39, not C24-59. ■

Victorsoft touches base with the ST

The German company Victorsoft has released a relational database called 1st-Base for the ST which can be run as either a program or a desk accessory. The actual size of the program has been kept to an absolute minimum to enable all ST owners to utilise plenty of space for actual records.

As the program can be run as a desk accessory, any data which is stored within the program can be made available from within any other

GEM-based package such as a word processor or a spreadsheet, or then even the desktop.

The small size of the program (it's well under 100K), hasn't led to the author skimping on features. Sophisticated search functions have been included which work on the basis that each card is unique, rather than the fact that each card entry has a number.

Information stored in the database can be downloaded into any

GEM program. Victorsoft has included support for popular databases such as dBase and Superbase, although even if there isn't an import feature in your favourite GEM program, 1st-Base can play back a record into the program in much the same way as a macro plays back data.

Victorsoft is seeking a British distributor for 1st-Base. Currently the program can be bought direct from the company for £98. Contact Victorsoft on 01949 4150 52323. ■

Video Toaster for the Mac

The highly acclaimed Video Toaster, from American Amiga developers, Newtek, is now available for the Macintosh. Launched at MacWorld Boston, the system offers Mac users a range of video processing effects hitherto only available on the Amiga, and at a fraction of the price for similar equipment used by professional video studios.

The \$3,995 system is essentially an Amiga 82000 with a 'smart' serial link connecting it to the Mac. The Amiga-style interface can then be navigated by mouse to control up to seven video sources and includes icons to utilise frame grabber, serial package, broadcast resolution rendering, a plethora of live video special effects, character generator, colour processing and dual frame buffers.

Unfortunately though for UK videophiles, both Amiga and Mac Video Toaster users will have to wait another year for a PAL version.



* Video Toaster: Mac and Amiga combine to produce the equivalent a \$60,000 video studio



• The teeny Thumbelina can operate on any surface at any angle

Mini Mouse

We've had the real-life influenced mouse, the infra-red mouse and even the tortoise shaped mouse.

However, if you thought you'd seen every permutation of these trusty pointer eggheads, then you're in for a shock, get ready for Thumbelina.

This teeny mouse, nick-named Sweepies, is only the size of a sugar cube and yet still has three buttons on it. Apparently, the company that brought out the MousePen range will be launching the one and a half inch square device this month.

Thumbelina uses the proprietary friction operated technology which the company used in the MousePen range. This means that the mouse can operate on any surface and at any angle. Apparently also means you can use it in a weightless environment.

With two input and one drag lock button it's hard to believe that this mini-mouse is going to be as ergonomic as the company claims, though it says that it's paid great attention to this aspect of its design. They also believe that unintentional input isn't a problem even though the unit could get totally lost beneath the seams of paper which usually accumulate in "paper-leak" offices.

Four versions of the mouse are planned, covering the IBM PS/2, standard PC, IBM laptop and the Apple range. Thumbelina costs £36 from K.S.I. Ltd on 0950 644255. (E)

EXPRESS...

Brand new versions of Lotus 1-2-3 and Ami Pro version 2 stored on an AXT 386SX computer were stolen by a thief-in-the-know from offices of the Lotus user group.

...SNIPPET

Individuals, not corporates are to blame, says US survey

PIRACY COSTS \$2BN A YEAR

Software piracy is costing American software houses \$2 billion a year, a report from the Software Publishers Association (SPA) reveals.

The \$2 billion refers solely to the business market, taking no account of the problems of game software piracy.

The survey was compiled by working out hardware and software sales and then cross-referencing these to the average numbers of packages which are actually in use in the United States. The massive figure, however, is believed to be an extremely conservative estimate as the study only compared

software sales in a single year, with the number of new machines sold in the same period.

The trend over the last three years has shown a definite downward movement. For example in 1990 the piracy estimate was \$2.4 billion, in 1989 it was \$2.5 billion and in 1988 an amazing \$2.9 billion. The SPA is currently working on a survey of games software piracy.

BACK IN THE UK

Meanwhile on this side of the Atlantic, a survey has revealed that most British companies are still relying

on prosecution through the pirating of business software. The Data Business Ltd carried out a survey of the time's top 100 companies and listed a very interesting response.

Results on the survey show that the main threat isn't deliberate corporate piracy, but casual copying by staff for personal use.

In fact the survey showed that while 85 per cent of these companies had a policy designed to comply with the 1985 Patent, Design and Copyright Act, more than half admitted that they had not actually done anything to about staff pirating software. (E)

Want a change of image?

The Aldus Corporation, purveyor of the popular DTP package PageMaker, has announced version three of SuperPaint, the integrated painting, drawing and image enhancing software. The program which runs on the Apple range of computers will be available this month.

Enhancements in the updated program include support for 1, 8, 16 and 32-bit documents on both monochrome and a colour standards. The major new feature to the package is that it now includes image enhancement functions such as brightness, contrast, colour balance, masking, erasure, diffuse, lighten, darken and invert.

These kind of image enhancing features are rare to increase the appeal of this painting package. Prior to this if you wanted to tweak your scans you'd have to use packages such as Photoshop, Studio 3, Studio 32 and Digital Graphics. The idea of incorporating such features into a comprehensive drawing program will mean that graphic designers will have to do less.

Colour gradients have always been sorely lacking from SuperPaint. Now gradual transitions



• Superpoint version 3 - everything a graphic designer will need

from one colour to another are possible with up to 256 colours in one gradient. Linked in with this is the new texture function which enables several fill patterns to be used or created. Moreover, EPS files from programs such as Adobe Freehand can be imported into the program.

Keyboard shortcuts and a simplified control panel will mean that the program is considerably easier to use; previously Superpoint had two control panels dealing with all the functions,

EXPRESS...

Domark notices that it has coined in C11 from its 3D Construction Kit since its launch in early June this year.

...SNIPPET

Big Blue's birthday

Forget that policemen are getting younger and that chatting nostalgically about Mr Benn, Randall and Hopkirk (increased) and Marine Bay because your peers, here's some news that's really going to make you feel old: the original IBM PC is 12 years old this month.

The original PC had an Intel 8088 CPU, a 64K memory and one low density 5.25-inch floppy drive unit. All that and a case which now looks more at home in an awful science fiction movie, like The Black Hole.

MS-DOS version 1.0 was supplied with the machine, though you'd be hard pressed to do anything with it, because nothing else came with it.

Ten years on, there are far superior PC machines available with several hundred pounds worth of software and MS-DOS 5.0. (E)

If you wanna be a record breaker...

The producers in Navigator, the intelligent map software, is so sure of its software's reliability that it's trying to get into the Guinness Book of Records.

The managing director of the firm will attempt to visit all 12 GC countries (as listed in the Guinness) possible time, without breaking any speed limits.

A team of drivers will like trains behind the wheel of a Mercedes Daimler 190 1.6, taking their route from a laptop in the Navigator program which has maps of 28 countries in the world. The team estimates it will take them "just a few days" to complete the tour. (E)

Bend your Renders

The Archimedes may not be the best selling computer of all time, but it's certainly got some of the most impressive hardware.

Claris Software is seeking to take advantage of some of the graphical technology that resides in its own case with a suite of programs banded under the name of Render Bender.

The package enables the user to create 3-D ray traced pictures and animations. Clavis says the program is fully compatible with the Archimedes

RISC operating system and can run a ray trace in multi-tasking mode.

To create an animation, the user simply creates a beginning and end frame and the computer then works out everything between the two. These frames can then be rendered in full colour and finally animated together in the finished sequence.

Price is set at £135, though if you bought the original Render Bender you can update it for £25. Call Clavis on 0696 48511. (E)

Cutting boards

Genoa systems has cut the price on its 386 and 486 PC motherboards. A 33MHz 60386 AT board with ISA bus and 64K cache has been reduced from £775 to £365. Call 0323 35727. (E)

Portfolio for the Mac and ST

The ever popular Atari Portfolio (well, the company claims it's sold 300,000 of them) is to get Apple Macintosh and Atari ST compatibility. The handheld PC already has MS-DOS 2.11 software built in, running off its Intel 80C86 microprocessor.

The standard machine comes with 128K of RAM (expandable to 640K) and uses 64K or 128K RAM cards instead of floppy disk media. This has always been seen as one of the failings of the machine, so the two new packages which enable it to link up to a Mac or an ST are likely to be well received.

Both packages cost £99.95 and comprise software and the appropriate serial cable. The Mac version comes complete with an Apple version of Portfolio's diary and address book application programs. This means that you can now compile data on the

Portfolio and then download this on to a Mac for use in other applications and storage on 3.5-inch or hard disk.

The ST version doesn't include any redesigned software. Instead you'll get a communications program and a parallel interface cable. The advantages are that you can now upload test information on to an ST for use in applications such as word processors or databases.

Portfolio now has over 90 peripheral and software applications available and comes complete with an address book, a text editor, a calculator, a Lotus 1-2-3 compatible spreadsheet program and a diary function. Specialist packages such as sales management software and a universal yield calculator are available now. The standard Portfolio costs £199.95. ■



• The Atari Portfolio is likely to become even more popular with its two new packages

New PC boards will be able to receive 119 channels

PLUG INTO TV ON YOUR PC?

If the prospect of watching the television on your PC while it's working out a maths-intensive spreadsheet sounds like fun, then you'll be interested in a brand new board which will supply you with 119 channels of no-doubt thrilling broadcast entertainment.

Desktop TV also enables your PC and comes complete with its own speaker. With the board installed a PC would be capable of receiving 119 channels of VHF, UHF or Cable television or alternatively, VCR, Videocass or other RF isolated signals.

The controls for the television or video signals are accessed from the keyboard of the computer with the picture image being displayed on a standard VGA monitor.

IN A DIFFERENT REALM

The Canadian producers of the board, AView Technology believe that it opens up new realms of PC usage namely surveillance and training applications, though it's more likely to be used for larceny sessions of Neighbours.

Lori Holstson of AView's Technical department told Express: "We are currently developing the unit for all the international television standards. This includes a PAL version of the desktop television board which we believe will be ready by the end of the year."

She envisages the price of the board to fall about £300 and said that AView Technology was currently looking for a British distributor. For further information you can contact AView in Canada on 0101 416 822 6555. ■

Commodore's Far Eastern plant plans

Just one month after the news that Atari has shut down production of its Lynx hand-held games machine in Taiwan, Commodore has announced that it is going to invest \$3.1 million in a plant in the Philippines.

When in action, the plant will primarily be involved in the production of interface cards and hardware assembly for the Commodore range of machines.

The vast majority of the finished units will be exported to Europe when the plant plans to start production in June next year. ■

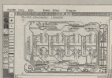
Circuit designer for the Atari range

Expressworks, the company which brought the DymCAD package to the Atari ST range (occasionally the most expensive program you can buy for the ST), has brought out a PCB designer for 1540 ST, Mega ST and XT computers.

The company is touting its Platon package as "the first truly professional PCB designer" for the Atari range. The program is a vector CAD package which offers control over both the layout and production stages of PCB design.

Toby Stevens of Expressworks told Express that up to six 322nm 320nm PCBs can be held in memory at the same time. Up to eight layers (from a possible 100) can be shown on screen simultaneously. The program includes a large symbol library including circuit elements, conventional ICs and plug connectors.

You'll have to part with £195 for Platon, £96 for a drillmill version, another £195 for an outline



• Platon can dump hard copy to plotters, 9-pin, 24-pin, inkjet and laser printers. Images can be rotated and mirrored from 1:1 to 10:1 scale

program, £80 for Gerber and Drilldata or £15 for a demo version. Call Expressworks 0252 726255. ■

Back up your Amiga

Electronic Zoo, better known for its games software, has released a back up system for the Amiga, with the utterly inspiring name of MRBackup Professional.

The company claims that this is the first full featured back up system for the Amiga and is releasing it at £29.95.

The program has over 80 built in back up commands and can save to either floppy or SCSI tape streaming devices. According to its company the program has been tested on Commodore, Supra, Xenix, Cxtx, Turnpad and GCP streaming devices and the user can use standard Amiga PCB or a Fastdisk format.

MRBackup Professional is available now for £29.99. Contact Electronic Zoo on 0800 641541. ■

Petite portable

Sharp's small 286 notebook computer has been released from £1,999 to £1,199, if bought from certain authorised dealers.

The computer comes with an external 2.5-inch 1.44 Mb floppy drive and weighs 4.6lbs. It has a 10-inch triple super-twist LCD display, one Mb of RAM and a 30-Mb hard drive. ■

PCs make hard work

A survey conducted by PC Magazine in America reveals that 75 per cent of PC users don't feel that using a computer has helped them to enjoy increased leisure time.

Moreover nearly a third of those surveyed felt that it has actually increased their workload.

One thousand adults were asked their opinions on the state of computer usage in America today. It revealed that younger Americans are far more likely to use PCs than their older counterparts and that the typical PC user is an 18 to 34-year-old college graduate who is single and has an income of \$40,500 (about £25,000).

The survey didn't reveal how many American PCs users wished they had bought an Apple. ■

EXPRESS...

Biconwell (Europe) Ltd has incorporated its Portable Alarm System as a standard feature on all its laptop and notebook models.

...SNIPPET



• Seen you might be able to see *The Creature From the Black Lagoon* in all its original 3-D glory without those red and blue glasses

3-D TV, and no silly glasses!

Watching 3-D television programmes might never be the same again if a new form of screening them comes into effect, doing away with the familiar red and blue glasses.

A screen is being developed in Japan that has hundreds of double-convex lenses built into its surface. Each lens on the screen is separated by ridges and sends a separate image to each of the viewer's eyes. From then the viewer's brain combines the image to create the 3-D effect.

Research into displaying objects in three dimensions has shown that when images are filmed by two cameras placed at an eye-distance apart, they can be combined electronically and projected into a screen to create an illusion of depth. The possibilities of using four cameras for even greater depth, and which would also portray the horizontal movements of objects more effectively, is being looked into.

Two Japanese companies are currently developing this type of screen: Japanese Broadcasting and Nippon Telephones and Telegraph (NTT). Both say that commercial applications for the screens are several years away but neither has yet decided how the screens could be practically used or how they would be accepted by the public. ■

TOMORROW'S CUTTING EDGE

If you want to keep up with the latest technological developments that are going to shape the future, then look no further — they'll be right here on this page

Into the virtual Big Blue yonder

IBM has jumped on the Virtual Reality (VR) bandwagon by creating a 'universal artificial world' which, it claims, can be used in many different situations and can be interacted with in different ways (just like all the others).

The company's prototype version of the system makes use of a number of human senses, including sight and hearing, and also responds to physical movements and speech.

Eventually the IBM researchers want the system to be able to make use of other human senses such as touch and feel, and, possibly, taste and smell.

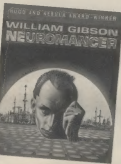
However, the real innovation of the new system is that it interacts with the user in real time; that is the results of different actions are calculated as they happen, instead of being programmed to occur if, say, a button is pressed.

While other systems are usually created for one specific purpose, IBM's system, it claims, is flexible enough that it can be used in a number of situations.

ADAPTABLE INTERACTION

This flexibility is controlled by the 'dialogue manager' which makes it possible to create worlds that can change, and be changed, quickly and easily. The dialogue manager separates what happens in the world from how the user interacts with it, so both components can be adapted to suit a particular application.

IBM's 'universal artificial world' is only at the demonstration stage. It is currently being run on six RISC (Reduced Instruction Set Computing) System/6000 workstations which are linked together in such a way that their



• Will IBM's foray into the world of virtuality go as far as William Gibson's view of the future? Only time will tell

power is distributed — it doesn't matter whether two or six users are working with the system at once, or even if they are different countries. ■

Optical TV distribution

Trains carried out by US telecommunications company Bellcore have shown that TV network broadcasts can be transmitted over fibre optic telephone trunk lines.

In the trials, which were carried out in eight US cities over a period of 36 months all the regional Bellcore telephone companies carried transmissions from major television networks including ABC, NBC and CBS, and distributed them to the network's affiliate television stations. The signals were carried over 1.5-fibre optic lines at speeds of 45 million bits per second (bps).

All of the broadcasts were given software that enabled each of them to set up a custom transmission system using standard PCs. These tests were done purely in use if the broadcasts could be transmitted over fibre optic lines, and don't mean that the phone networks will be doing it on a regular basis. ■

Pocket comms

Cadence Design is to launch a pocket-sized integrated services digital network (ISDN) adapter in September at the Business Computing Show in London.

The miniature device supports the Hayes extended AT command set for communications and can also be used as a high-speed modem, capable of transmitting and receiving data at 19,200 baud. When two of the adapters are connected over an ISDN link, speeds of up to 38,400 baud are possible. ■

The world's safest computer

Fujitsu has developed what it claims is the first computer that can be used in areas containing highly inflammable or explosive substances such as oil, gas and chemicals.

The company's AseTote 2916S computer can be used in such dangerous situations as it is incapable of igniting those substances, Fujitsu claims.

The machine has been subjected to a number of rigorous tests to prove this claim. A special battery pack was developed that was determined intrinsically safe and would not ignite under pressure.

Then the machine underwent water injection, dust injection and drop tests to see if it could withstand those harsh tortures of industry. ■



• If this fire was caused by a computer, Fujitsu's AseTote 2916S wouldn't be to blame — it's incapable of lighting substances such as oil

Cold conductors

Superconductivity has taken another leap forward with a new generation of high-temperature superconductors that carry higher currents than ever before.

High temperatures, however, is a relative term; they actually operate at around minus 100 degrees Celsius, which might sound freezing, but usually they have to operate much lower temperatures than that.

The new method of creating the superconductors has been developed by scientists at IBM's Thomas J. Watson Research Centre, the Oak Ridge National Laboratory in Tennessee, the Argonne National Laboratory and the Iowa State University's Ames Laboratory.

To achieve the high level of conductivity, the scientists created defects in the superconducting crystal's structure by bombarding the crystals with a high energy ion beam.

These defects consist of materials that are incapable of superconducting found within the crystals. As a consequence, the defects resist the movement of electrical magnetic fields which would normally increase electrical resistance and hence reduce conductivity. ■

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144 CPS DRAFT 9 PIN



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- Superior Graphics - 240x240dpi
- FREE Starter Kit

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STANDARD KIT £129.95
TOTAL RRP £269.70
SAVING £12.75
SILICA PRICE: £116.14
£129
+VAT = £157.18

144 CPS DRAFT 24 PIN



CITIZEN 124D

The award winning Citizen 124D brings high speed to those who want printing without every computer access match. It is the ideal choice where high speed printing is required in a budget price.

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- 8K Buffer
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- Advanced Paper Feeding
- Superior Graphics - 240x240dpi
- FREE Starter Kit

RFP £179.95
STANDARD KIT £179.95
TOTAL RRP £359.70
SAVING £12.75
SILICA PRICE: £126.13
£179
+VAT = £212.33

192 CPS DRAFT 9 PIN



SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix colour printing in a budget price. The price quality of Swift 9 rivals that of other manufacturers' 24-pin models.

- 9-pin Impact Printer
- Print Speed 192cps Draft
- 2 NLD Ports (Alphas)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Feeding
- FREE Starter Kit
- FREE Colour Kit

RFP £189.95
STANDARD KIT £189.95
TOTAL RRP £379.70
SAVING £12.75
SILICA PRICE: £127.54
£189
+VAT = £222.69

192 CPS DRAFT 24 PIN



SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including the CIB Year 1989. Its rapid print speed, quality and choice of colour options, make it a natural choice.

- 24-pin Impact Printer
- Print Speed 192cps Draft
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- 8K Buffer
- Epson, IBM & NEC PG+ Emulation
- Advanced Paper Feeding
- FREE Starter Kit
- FREE Colour Kit

RFP £259.95
STANDARD KIT £259.95
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SAVING £12.75
SILICA PRICE: £326.13
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Which computer(s), if any, do you own?



• Save on those phone bills with the new super fast V32bis Maxcom V8 Plus modem

The need for modem speed

PRODUCT: V32bis modem
NAME: Maxcom V8 +
COMPATIBILITY: PC

The Maxcom V8 Plus V32bis modem from Rascal-Milgo is aimed at the commo user with the best for speed.

V32bis is the latest international standard for data modems and permits speeds up to 14,400 bits per second (bps). As such the Maxcom V8 Plus increases data throughput by up to 80 per cent over earlier V32 modems, and by up to a massive 600 per cent over V22bis modems, which could mean a massive saving on phone bills for anyone up- and downloading huge volumes of information.

However, if you still just after even more speed than the Maxcom V8 Plus also includes the latest V42bis data compression standard. This allows for throughput of up to 35,200 bits which means you need 100 14.4 pages at full in just over a minute, according to Hampshire-based Rascal-Milgo.

Other features of the modem include automatic adjustment of the transmission speed to obtain the clearest reception on noisy telephone lines and optional data back and data encryption security measures. It is available in either teleprint or IBM PC/AT bus card versions.

Price: £199
Availability: Now
Target users: Businesses, anyone other coming users handling large amounts of information
Contact: Rascal-Milgo 0295 763811
Perceived competition: Multidata V32, Multicom 9502

Fast cache

PRODUCT: 386SX
NAME: Compaq 3285X Cache
COMPATIBILITY: PC

Compaq's reckons that its latest launch is one of the fastest 386SX machines on the market.

The 3285X Cache runs at 20MHz and has 32Kb of cache memory for high speed number crunching. It comes with 2Mb of RAM, expandable to 16Mb, a 43Mb hard disk and Super VGA colour graphics.

Featuring six expansion slots, two serial ports and one parallel port, the British built 3285X Cache is supplied with an MS-compatible mouse and MS-DOS.

Price: £1119
Availability: Now
Target users: Small and medium businesses

WHAT'S NEW

The Express at-a-glance guide to the latest products flies the flag with a major world wide release of a UK designed laptop and much more...

The pen is mightier

PRODUCT: Pen input computer
NAME: VPQ386
COMPATIBILITY: PC

With the imminent release of major operating systems such as Pen Point and Windows for pens, the pen-input computer market is really beginning to hot up and among the first 386SX portable pen-input machines to be commercially launched will be the British-designed VPQ386.

The VPQ386 is a portable clipboard-shaped computer weighing just over four pounds. Beneath its 640x480, VGA, backlit Liquid Crystal Display (LCD) screen is a sensing grid which detects the movement of a specially designed stylus, thus enabling it to recognise handwriting. The screen can be used both landscape and portrait.

Fully IBM PC compatible, it has 2Mb of Flash memory and 4Mb RAM. External connection is possible through two serial and one parallel port. It will support MS-DOS, PenDOS, Windows for Pens and Penpoint. The company also claims that it

is flexible enough to incorporate any new developments in pen input operating systems as they become available.

The hardware has been developed by the Macclesfield-based Eden Group Ltd, and was shown at computer shows earlier this year. At that time there were limited quantities available commercially, so Eden proudly boasts that the VPQ386 was the first portable pen input 386SX to be launched in the world, beating even MCR's rival machine which has recently come on to the market.

However, Eden, being primarily a developer, did not have the structure to manufacture on a wide scale, so it has signed a deal with leading Korean computer manufacturer TIGEM, which will now build and distribute the machine worldwide under its own name.

Its official releases will be at the Comdex Fall in the USA and Systems in Munich for Europe, and Eden will be holding a series of regional roadshows in the UK to show off the machine shortly afterwards, though dates have yet to be announced.



• British-designed, the VPQ386 in a rapid entry into the hotting up pen-input computer market

Price: Not yet set, but expected to be around £2,500
Availability: October
Target users: Primarily business with people out in the field such as salesmen
Contact: Eden Group Limited, 9625 576450
Perceived competition: MCR 3125.

Contact: CompuSys 0296 385531
Perceived competition: AST Bravo, ALR Powerflex, CDS CDS/RSX, Digistek Aeon.

TV Windows

PRODUCT: PC TV Tuner
NAME: Screen Machine TV Tuner
COMPATIBILITY: PC, Mac

With Magnavision's Screen Machine TV Tuner you can watch television on your Mac or PC monitor without having to quit out of your word processor.

The TV Tuner is a small hardware device which in itself is a powerful stereo adaptor which enables you to display and capture Teletext pages on your computer. However, when used in conjunction with Magnavision's Screen Machine video overlay board, it allows you watch television in a window of any size and position on your monitor.

The Screen Machine in its pen enables video signals to be displayed in a window, but it has no internal tuner so can accept signals from video recorders, video cameras etc. The TV Tuner gets around this problem and enables you computer to display signals received directly from a television set or cable.

All television standards are accepted PAL, NTSC and SECAM and frequencies can be adjusted from within the supplied software. The

tuner includes an analogue pre-amplifier with three stereo inputs and two stereo outputs which can be connected to any kind of speaker. You can then control the volume from your Mac or PC.

Price: Screen Machine: Mac: £1,499
PC: £1,129
TV Tuner: Under £250
Availability: Screen Machine: New
TV Tuner: October
Target users: Advertising agencies, publishers, designers
Contact: Magnavision: 071-221 8024
Perceived competition: See lead news story on page seven.

Low cost colour

PRODUCT: Budget 286 PC
NAME: SBC 1220-48K
COMPATIBILITY: PC

Colour PCs are no longer exclusive to large, multi-million pound business businesses.

The SBC 1220-48K from The Computer Alliance offers full colour VGA graphics and a hefty 40Mb hard disk at a price which should not incur the wrath of your bank manager.

At £289, the 286 machine has a processor speed of 12.5MHz with a selectable option of



• The SBC 1220-48K - Colour VGA graphics at a budget price

6.25MHz. It comes with 1Mb of RAM expandable to 4Mb, a 14-inch colour VGA monitor with a resolution of 640x480 and parallel, serial and mouse ports.

Software includes MS-DOS 4.01 and DOS shell, start-up, diagnostic and VGA utility programs.

Price: £289
Availability: New
Target users: Education sector, small businesses
Contact: The Computer Alliance, 0203 701051.

Perceived competition: The only 286 in the price range to offer colour VGA, but more 286s in same price bracket include Aeon 286LC, Compaq Prostat, DMI Technology CDMA. ■



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Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like 18 months after buying your Amiga, when you may require technical support or software or help and advice with your new purchase. And, will the company you buy from come with details of how to get it? At Silica Systems, we ensure that you will have both locally and nationally. We have been established for over 18 years and, with our wealth of experience and expertise, we can help you to make your decision more easily with an understanding which is second to none. But don't just take our word for it. Call us and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".



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Which computer, if any, do you own?

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Commodore 64.....	\$29.00	
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Spectrum +2.....	\$29.00	
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Spectrum 128K.....	\$24.00	
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EXPRESS MAIL

From fraud and pirating to pornography and sensationalism, Haydn Fitz-Williams puts these pages in your hands and gives you the chance to let it rip! He also would like to hear what you think of Express



Boss frauds

Interesting piece about computer fraud last week. Particularly the findings that over half of senior managers who use microcomputers at work illegally copy software. Just goes to show it's not just spotty kids in bedrooms who are the real pirates eh? I bet the amount of money lost in business software is twice that of games titles.

What got me though was despite all the security procedures companies employ, most all the other types of misuse, eg. hacking, viruses and fraud, are detected by tip-offs from outsiders and the actual victims themselves. Confusing. Maybe security isn't considered important enough. Hardly any wonder when it's the senior managers themselves who are the worst offenders!

John Gantlett, Exeter

I GUESS you're right John, though I suspect managers just assume that if they buy some software for their company they are entitled to use it on all their machines. It's a 'misunderstanding' that's covered by site licences - but I don't think the take-up of these is really very high.



Easy answer

I recently attended the Boston MacWorld Show (it's alright for some - MW) and it seems that Apple II (going to start cracking down on illegal copying as its developers are claiming that it's costing them nearly \$1 billion a year in lost revenue).

The Americans are strongly against any form of copy protection, so much so that they won't buy products if they are protected, so other methods are being looked at. The one which looks as though it could be adopted is known as 'stalling'. This involves buying some code in every master disk which, if copied, causes the copy to run more slowly each time. Therefore an illegal version will get slower and slower until it's unusable.

Also, they're considering another preventative which will cause a machine to take ages to actually boot up first thing in the

morning. Though I guess both forms can still be overcome by the determined cracker, at least it will deter the casual copier.

I wonder whether there are any other readers out there who have novel ideas of cutting down on copying? Perhaps someone might like to apply some lateral thinking to the problem.

Andy Radford, Nottingham

YES ANDY, I think the 'stalling' technique would probably be sufficient to deter the kind of copying referred to in the first letter. And yes, I think that maybe we should start a competition for new and original forms of copy prevention. Thanks for that suggestion.

So, if any readers would like to win, let's be generous about this, not just a five but a whole fanner. Their mail 'em in to: "Crack This", NCE, 30, Monmouth Street, Bath, BA1 2BH.



Sick or What?

The editor MUST have been on holiday for issue 142. No other issue has been so sensationalist. Please note that I refer to several snipearticles, not just the PD one.

By the way, why do people think that PD is only for PC, ST or Amiga users? I have noticed many as called BM literates don't quote in their adverts which machines they cover.

Niel Morgan via Aspects

AND INDEED you are correct - while the call is away, etc, etc. But I don't think the article was unduly sensationalist - maybe the cover was but that's what it's supposed to be isn't it? Good point about PD though - perhaps advertisers should begin letting potential customers know if they specialise in 8-bit wares too.



Well said!

To further fuel the debate over the PD/BS article in issue 142 I would like to point out a very nicely presented disk on the Public Domain that I recently came across entitled *Smooth Criminal*. Lots of interesting files or subjects ranging from ripping off supermarkets to how to electrocute, blow up and generally maim your least favourite people. These disks DO exist, they AREN'T hidden test files and after I realised that these ideas on the disk

actually work I began to see the concern people feel.

This seems to be more of a threat than porn (Any kid can watch soft porn and "Roobe" on Channel 4 at night). Apart from that it was a good read and it was obviously meant to be.

By the way I USE sensationalist headlines and stories. The point here is Express only really skimmed the surface of the subject and there was a lot more there with a little investigation.

Stuart Spibary via Aspects

THANKS FOR THAT Stuart, perhaps you'd like to help us with some facts as we're intending to do a follow up.

I've seen the bomb-making text files as well and I don't really see any justification for them or any law. Again though, I think to stress this is just a minority who are giving PD and bulletin boards a bad name. But the quicker they

are noted out and exposed the better.

As for your comments on porn, well the kind of stuff you get on Channel Four doesn't come anywhere near some of the material on offer. Some people would argue there's no such thing as soft porn in any case. It's 88 per cent of the same equation.



Dirty ads

Well threats are flying thick and fast over your article on pornography, BS's and PD literates, you certainly stirred things up.

However I would have thought my last letter to you, or at least mentioned a reply even if just via Aspects.

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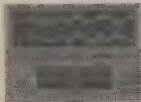
MACHINE SPECIFICS

AMIGA

- Get the lowdown on **TechnoSound Turbo**
- How to run those **NTSC programs on a PAL screen**
- Become an instant champion at the latest games

TURBO TECHNO

Regular Express readers might remember that I promised you all a review of New Dimensions' **TechnoSound Turbo** sampler for last week's issue. Well, I didn't quite get the chance last week, so I thought I'd hold it over to this week. And sure enough, here it is.



• **TechnoSound Turbo costs little more than a full priced game, but it'll provide you with hours more fun. Check it out now**

TechnoSound has been available for a while now, but it has recently been upgraded substantially with the arrival of a new software release that pushes the capabilities of this already excellent sampler still further. The sampling hardware itself has remained unchanged, but the software is a totally different beast altogether.

Like all samplers (well, 99 per cent anyway), **TechnoSound** connects to the Amiga as the parallel port, so I'm afraid it's time to unplug your printers if you'd have been wise to have seen some form of a poster pass - this which would have allowed the unit to be left plugged in permanently, but New Dimensions obviously didn't think of this. Oh well, I suppose nothing is perfect.

Unlike most budget samplers, **TechnoSound** offers full stereo sampling via two phone connectors on the end of the unit. You can load in a stereo signal from just about any device, ranging from CD players (which definitely gives the best results), potential stereo and even microphones (for less life samples). Don't plug in an amplified signal as this will blow the sampler into little pieces.

The **TechnoSound** software is pretty impressive. It has the usual selection of sample editing tools, but it doesn't really come into its own until you start playing with its fun sound processing effects. Simply by feeding a sound source into **TechnoSound** the software will apply any one of a number of digital effects to the incoming signal in real-time and then pass it straight through to the Amiga's sound output.

These effects range from the usual echo and reverb to some quite strange effects like 'Eliminator' and 'Legless'. They sound pretty good with pre-recorded music, but you really do need a microphone to obtain the best (and funniest) results.

The overall sound quality is surprisingly good (it's definitely on par with **MacData's** excellent **Master Sound**). In fact, I'd probably say that it's slightly better.

In all, **TechnoSound** is a good little sampling package that is well worth its £35 price tag. Even if you're not that interested in sound sampling, I strongly advise you to check out **TechnoSound**.

Who knows, you too could catch the sampling bug.

✉ Find out more by phoning New Dimensions on 0291 696033.

ITS ALL IN THE LINES

Incompatibility problems between NTSC and PAL Amiga is very much a thing of the past these days, but the odd program still pops up that doesn't take full advantage of the extra 55 (or 112 lines in interface mode) lines offered by PAL Amiga. Games are the obvious culprits, but even some applications software packages are still written with little thought for PAL users.

The Public Domain is full of utilities that will do it properly on a PAL Amiga. Even well known utilities like **Tim Munro's** absolutely brilliant **SD** (despite the name) aren't written to take advantage of that bit of extra space with which PAL Amiga owners are blessed. **SD** will open at full PAL resolution when run on the Workbench screen, but not when it is opened with its own custom screen.

If you're feeling a tad adventurous, then it's actually possible to directly modify the code of the utility in question so that it opens at screen at the full PAL length. I've successfully managed to do this on a number of utilities including both **SD** and even **Electronic Arts' Deluxe Music**.

Here's how it's done.

What you need is a binary file editor like **NewZap**, **Zap** or **HexMangler**. As you have to do it to load the program in question into one of these editors and

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AMIGA GAMES BUSTINGS!

Fancy getting the better of that Amiga game that has been bugging you for weeks? Well, check out these handy game hints sent in by *Games* readers and you can! **Shadow Dancer** - Fancy infinite lives? If so, then pause the game and type 'GIVE ME INFINITE' (don't forget the spaces). Your hero will now come back from the dead more times than Elvis. **Tekn** - It's only just been released, but already some clever kids has found the cheat code. To obtain infinite lives, start the game and then type 'YOLLO!'. As an added bonus, you'll also be able to skip levels by pressing P1 through to P6. **Rightbored** - For infinite lives (again) in the Ocean adaptation of Clive Barker's brilliant *Nightbreed*, type 'RESEN FROM THE DEAD' while the game is playing.

then search for the hex string for the window and screen definitions.

Initialise (the Amiga's windowing environment) holds its window and screen definitions in a precise structure that is simple enough to search out. To change a screen (or window) that appears out to just 200 pixels, all you have to do is to search for the hex value 8000.

To make this more reliable, add the hex value for the screen (or window) width to the front of this string. For a 640x200 screen, the hex value you need is 40000000. **FileMaster** has a hex search function which makes things easy. Once it's found this hex string, change the last four to 100. The full string should now read 00000100. Then just save the program out.

When you run the program, it should now open up to full PAL resolution. Note that this doesn't always work, so never directly modify your only copy of a program, especially master disks. If you

can, back up the disk first and then work on the back-up.

There's no way I can guarantee that this tip will work on all programs, but it's worth a try nonetheless.

A final note on SID. To make the program work properly with the new screen, you have to make several changes to the program's config file. This is held in the SID directory under the name SID.config. For starters, the flag 'WINDOWTYPE' must be changed to 'SPECIFY' and 'SPECIFYROWS' must be changed to '20'. On, and 'SCREENTYPE' must be set to 'CUSTOM'.

NEXT WEEK

Stay tuned for the low down on *Audition 4* from Sunfire Industries. Bugged as the sample editor that comes on where *Audition 3* left off, *Audition 4* certainly has its work cut out for it if it is to live up to its brave claim.

Jason Holborn

ST

- What's Atari got up its sleeve for Dusseldorf?
- Making upgrades easy, the Xtra-RAM Deluxe
- Sneak preview of the next stage in golf sims

SCAN THE HEADLINES

Golden Image's purveyor of quality scanning hardware, has announced the Mark II hand scanner. The improvements to this popular scanning package have been made in the software rather than the hardware and the company is offering an upgrade of a cost of £15 including owners.

The main improvement in the software comes in the form of its ability to save an image as a grey scale. The advantage of this kind of screen save over dithered and become apparent after printing the page document - dithered patterns produce an impression of grey using patterns of dots which become distorted if you try to print out the scan larger or smaller. Grey scale images can be reduced or enlarged without any problems because when they are printed out they are converted back to halftones which means that a constant shade is achieved.

Other improvements include:

- 18 level true greyscale (MG and IFF files)

- 31 apparent level greyscale (MG and IFF files)

- 32 true level greyscale (TIFF files)
- The ability to run the scanner from within other programs (such as Calamus)

- An almost instant zoom-in feature to enable quick scans and saves which don't require editing

Golden Image is at Fairways Business Park, Laminia Road, London E15 7DT.

☎ 081-516 7373.

PAINLESS UPGRADES

Upgrading your ST's memory is a bewildering task at the best of times. There are so many kits out there, each with its own wonderful selling points and 'Low Low' price. The reality is that you can end up with a dull board which offers no room for further upwards expansion, and I'm speaking from hard-earned experience here!

Frontier Software seems to have taken on board the idea that you lot with

Continued on next page >



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MACHINE SPECIFICS



• Frontier Software has used SIMMS in its RAM cards to make upgrading less of a chore

◀ STMMs will want to update your computer one day, possibly to an STE. To this end, its brand new range of RAM upgrades consists of SIMMs (Single In-Line Memory Modules).

These nifty chips, which are becoming something of an industry standard, have already been implemented in the STE. They are preferable to other forms of RAM board, because replacing them is so simple — you just pull them out (in their slots) and plug in a board with a greater capacity.

Frontier believes that by offering SIMM upgrade boards to owners of standard STMMs, people are more likely to see the RAM as a long-term purchase which can be moved from computer to computer. Thus Frontier's Xys-RAM Deluxe comes in 1-, 2-, 2.5- and 4Mb versions.

The installation of RAM upgrades is always going to be a tricky process, but Frontier has eased the problem by producing a comprehensive manual

which account for all different flavours of ST. It certainly makes a change to see this kind of professional attitude after years of black and white photo-copied pamphlets with hand-drawn diagrams.

If you already own some SIMM boards, Frontier can supply you with an unpopulated unit for £59.99. The 65Mb version costs £69.99, the 2Mb version costs £119.99 and the 4Mb Revour costs £159.99.

Frontier can be found at 10 PO Box 113, Hantsgate, North Yorkshire, England, YO2 0SE.

☎ 0423 5671140.

MICROPROSE TEES OFF

Dear me, they're not idle for long, those chips and cassettes. Microprose. No sooner have they announced their Grand Prix simulator, than they bring round some extremely tasty looking preview copies of a golf simulator.

As usual, the company's amazing attention to detail is all too evident. Imagine if you will, all the different varieties of tee-ball games there are. You'll find all of them as an option in this game: singles, shins, tournament, ready, they're all in here.

When you've chosen which game you'd like to play you can choose a course. Again you've got a decent choice, the preview version came with 12 authentically recreated courses, ranging from St Andrews to St Augustine. Pick a course and against whom you'd like to play (human or computer) and the game cuts into the actual simulation section.

At the start of each hole, an overview of the course enables you to project exactly how far each club will send the ball by means of a white ball projection line travels up the fairway.

When you're completely happy with your choice of club, the screen changes to a view behind your golfer as he lines up for his shot.

It's possible to be extremely accurate with your shots. You can change your stance simply by clicking on the foot icon to move your feet to the required position, if you'd like the ball a bit higher or the tee, click on the tee icon to raise or lower it accordingly. When you're happy that your golfer's standing correctly you can play the shot.

Microprose has plumped for a stock like swing display. This makes it possible to hit the ball with just the right amount of strength, slice or hook. If you get that

initializing while simply object flying off in the right direction. A lazy bit of animation shows your golfer whacking the ball and then some really superb animation takes over as a camera follows the ball down the fairway.

Live everything else in the game, the camera's position can be changed. For example, you can have it simply follow the ball through the air, or have it start off behind it and then move smoothly round until it's in front of it watching the ball land on the grass.

Microprose's Golf is a real joy to play. You can expect to see it in the shops within the next month.

Andy Hutchinson

The UK's biggest and best magazine for the Atari ST, ST-Home, is currently looking for a new editor. Turn to page 48 for more details.

DUSSELDORF PREVIEW

The Dusseldorf Atari show has traditionally been the event at which the company chooses to launch its new machines. On the surface it would appear this year's event will be no different. We all know that Atari has some wonderful new technology to show off. The question is, however, will it be ready to show?

My sources within Atari assure me that the main launch on the Atari stand will be software related, though quite what this means, I'm not sure.

No doubt the company will be showing a new version of the ever-changing TOS. Who knows, we might even see a TOS which does the job it was designed to do, rather than what the in-built bugs dictate.

Years truly will be at the Dusseldorf show, mixing it up with the assembled band of devil-may-care Atari staff. So if you want to know what went down at the show, keep reading this column.

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PC

- **PC Tools 7.0 fights the bug war**
- **Norton 6.0 fights the, erm, bug war**
- **DBase users fear Borland software surgeons**

MISSED THE POINT

Oh dear. Central Point is a bit right. The latest version of its popular utilities package PC Tools 7.0 collides with DOS memory managers, is not compatible with Digital DR DOS 5.0, and, in notated cases, crashes disk controllers.

McKay Bixler, the main man from the Beaverton, Oregon-based company, admitted to users over CompuServe that Centralpoint may have nipped PC Tools 7.0 to market. According to Bixler, there are two major causes of data loss: conflicts with a compression utility, PKWare, from PKWare, and problems in loading and installing VGA cards.

However, there is a new version of the PKWare on the way that should solve the most damaging bugs. Version 1.12 of PKWare will be included in an upcoming maintenance release of PC Tools 7.0.

No release dates have been announced yet, because, as Bixler commented, "When you are getting a lot of bug reports, the last thing you want to do is slap something together, send out

a million of them, and hope it works."

Play he didn't think of that before he originally released PC Tools V7.0.

DBASE WORRIES

It's a worrying time for dBase users everywhere. Especially when they hear news that Borland's acquisition of Ashton-Tate means that future dBase compatible products will be less

compatible.

While products such as FoxPro 2.0 can recognise dBase IV source code, it is unlikely if they will evolve to place the event-handling capabilities of Object Oriented Borland's new dBase version.

As the software acquires object-oriented behavior, a different kind of compatibility may emerge, one that emphasises linking of objects at compilation time.

"Borland may have finally bitten off something that may be hard for it to digest," said Sundier Diaz, vice president of marketing and sales at WorldTech Systems in California.

"Borland will discover that most of dBase IV and III Plus is undocumented and based on the behaviour of the product," said Adrian Green, a Boston-based X-Base consultant. "Now Borland will have to be compatible with all the

little weaknesses."

Borland may replace unpopular or troublesome features of dBase IV, such as transaction processing commands which users claim have never worked correctly, and dBase dBase IV's implementation of SQL, and its template language, which most users have avoided anyway.

✉ Contact Borland on 0800 378886.

NORTON IN PICKLE

It appears to be a bad time for utility packages everywhere. First PC Tools 7.0 hit problems and now several bugs, including some causing disk damage, have been found in Norton Utilities 6.0.

Users have been reporting the bugs for several weeks to Norton's technical support department over CompuServe.

Suggested programs include Calibrate.

Continued on next page >

SHAREWARE RETURNS: TEXT ADVENTURES

Aye, the shareware section returns - a week late, sorry!

A new spotlight subject for this week, the imaginative world of text adventures. There are five varied examples for your delirium.

The first two actually arrive on the same disk (2551), via the same author. Jaccaranda Jim 2.23 is a classic among shareware users the world over. Combining such floppy concepts as "horizontal beehived chairs", Jaccaranda Jim is totally and thoroughly recommended to aficionados.

Humbug, the second game on the disk, is just as deft, just as much fun and as highly recommended.

F-Zero (disk 2546) is a massive game, that arrives from the

USA in a compressed file. Telling a tale of time travel that debacles it SF and fantasy, this game is another little snicker.

Beyond the Titanic (disk 6000) finds you on the deck of the intrepid epicurean ship during her maiden voyage. Your goal is to survive and return home. Tough but very enjoyable.

Finally MUG 3.2 (2224) gives you the feel of the popular multiuser game and can be played as a stand-alone game or as a Multi User Game (MUG) hooked up to a bulletin board. Features 50 modules.

If any of these disks interest you then contact PD 6, Shareware Library, Wincombe House, Beacon Road, Cowborough, E Sussex TN6 1UL.

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MACHINE SPECIFICS

which should perform a non-destructive, low-level format of hard drives, but is unable to work beyond drive cylinder 1,324.

Also, users who have tried to run the Speed Disk defragmenter with the DOS utility FastOpen loaded report how found that the FAT and boot sectors of their hard drives have been destroyed.

Now the Norton Technical Support officials say that FastOpen must be removed when using SpeedDisk or any other disk defragmenter.

A maintenance upgrade that addresses some of the bugs it is the works, a company official said, and is expected to ship soon.

☐ Symantec is on 0828 777677.

BORLAND ON CHEAP

Borland is developing home versions of *Paradox* and *Quattro Pro*. They will not have all the features and functionality of the higher end versions of *Quattro Pro* and *Paradox*, Borland said. Pricing was not disclosed.

Paul Rigby

DOS CORNER

Have you ever used the old DOS 3.31 Appender utility to add files to a directory? Well, now you can use the new DOS 4.01 Appender utility to add files to a directory.

The new DOS 4.01 Appender utility is available from Microsoft. It is a free utility that can be used to add files to a directory.

SPECTRUM

- **Music Writer extends its boundaries**
- **Serious reading - Sinclair & Sam Computing**
- **Shoot your TV in safety - lightgun returns**

MUSICAL EXTENSION

The latest Spectra Music utility, Gary Rowland's excellent Music Writer is due for a bit of an extension.

One problem with Music Writer was the way any musical misspieces created with it couldn't be played back outside the program. The release of MW Play should change that, though. It will basically allow you to incorporate Music Writer-created files in your own programs or simply just play them back without the main package, much to delight of your friends and family no doubt.

Contact G Rowland at PO Box 43, Dagenham, RM9 9NR

RETURN A FAVOUR

My old friend Mark Harris (aka MMR) has just written to ask a favour from some kind person, and also to recommend a good read.

Firstly, the favour, which involves a DMP 3160. Mark Harris recently purchased to improve the legibility of his letters. The only trouble is it came with the manual and he's having problems

getting the thing to perform to the best of its ability. So if you have a manual for said printer or any information to divulge for said Mark would be indebted. Send everything to me and I'll have anything relevant on to him. After all the hassle and ups he's given us over the years it's the least we can do.

TOP TAPZINE

And now a rating recommendation for ETM type mag.

The other week I received a full set of ETM and I have say it's a bit good, so good, in fact that I decided to take out a six issue subscription.

That might not seem a big thing to you but when you consider that I've been reading Spectra mags since I got my first ZX81 (showing my age a bit there - the ZX81 still works by the way) and up to now I've never trusted anybody to not add oil with my dash before I received the goods!

Also I noticed that YOU used to write a tapzine is it still going?

Thanks for writing Mark, I am a great fan of ETM myself, and reckon it

has a very high standard of review. As regards Spectacular, the really quite brilliant tapzine I used to write for absolutely has changed, it's about 10% longer since read and probably smells pretty bad by now. Put out a Weekend ad for those limited collector's item back issues today!

SERIOUSLY GOOD

One way one another Gamer Design has received a few letters scores of late as I've posted various readers' complaints. Last week's letter from David Garner seemed to bear things up and now I can safely tell you about Sinclair & SAM Computing, a new subscription only mag for Spectrum, SAM and even QL users published every month by Garner.

Despite being pretty new, this issue I saw (number two) was throbbing with good stuff and ran to an impressive tally 46 A4 sized pages. And it doesn't concentrate on jargon wadding either. Articles on video tiling and programming in C were original and informative and coupled with regular columns devoted to public domain, emulation and Comms.

There's also a stack of serious software reviews and some up to the minute (when the mag, was printed anyway) news and comment.

The whole thing's well laid out and professional-looking. If you're looking for a publication devoted to the more serious side of the Spectra and SAM you'll doubtless be impressed. Subscriptions cost £6 for six issues or

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MACHINE SPECIFICS

◀ one thing is for certain – I, and thousands of other C64 fans, are waiting with bated breath.

PD UTILITIES

If there's one thing the C64 hasn't got, it has to be tedious software. Around 50 per cent of all software released in 1985 was not games oriented, but nowadays utilities are as rare as Dodo doodles.

All is by no means lost, though, as there are some excellent utilities editors and creators lurking in the Public Domain, many of which have been written by demo groups or development tools.

Binary Zone PD has a series of four double-sided utility disks, absolutely choc-a-bloc with handy programs. Disks two and three contain note-writers and demo makers respectively, but disks one and four are a little more interesting.

● **DISK 1** – There are far too many programs to comment on in detail, so here are some of the best.

C64 Master is a wonderful tool which allows disk directories to be customised. Wierdies can be added, spacing bars added plus a whole host of features such as alphabetical sort.

Easy Catalogue allows you to read in disk directories and store them in a database, allowing your entire disk collection to be catalogued.

FLI Gaph is a stunning editor which allows genuine FLI pictures to be created. In case you didn't know, FLI allows any 16 colours to be used in any character block (as

opposed to the standard 4). The results are simply awesome.

Colorizer is for use with bitmap pictures, and allows the colours to be changed to suit your requirements. Its purpose is to space up standard four-colour logos, and is good fun if nothing else.

Char-Ed is a multicolour font editor, and allows characters up to 4x4 to be created. A good editor, but including fonts in your own programs is awkward.

Font-Ed is similar to the above, but permits both 16-bit and multi-colour editing. Both editors are font creators only, so that graphics cannot be created with the character set.

■ **Column Scribe**, surprise, surprise, puts the C64 into 80 column mode. Well, to be honest it just halves the size of each letter, and if you don't have a Scott monitor or something similar, the letters are extremely difficult to read.

● **DISK 4** – This disk features a batch of utilities by the PADUA team, including a picture converter (for *Art Studio/Kale* users), a nifty text editor, a couple of note writers (heavily inspired by *Red Sector*), **C64BIT 90** demo, a ranking editor (for other demo groups to use) and another colour editor.

Sound Master is a stunning music editor, allowing tunes of *Lost Maja* calibre to be created with relative ease. The demo tunes are superb, and the potential is mindboggling. **Hubbard Editor** is, I think, an editor for

YOUR MOVE, CREEP

Just enough space to mention *Robocop 2*, the film of which is nearing completion. It does not star Peter Weller and the makers are aiming for a 12 certificate. Fear not, though, because the game should be the best so far.

Probe promises a cartridge spectacular, but I sincerely doubt that the gameplay will derive from the 16-bit versions (vector graphics galore). Watch this space.



creating Hubbard-esque tunes, but the package contains very little documentation – as a result, it's totally baffled me.

Char-Ed is yet another character editor, and allows letters of various sizes to be created from 1x1 to 4x4, but you could choose 2x3, or 4x1. Probably the best editor on the two disks.

EMC edit is, by far, the simplest multicolour picture editor I have ever seen, and is absolutely brilliant for the beginner. No fuss, no frills, just a standard joystick-operated drawing package. I love it.

50 **Charists** is a very novel indeed. The program contains 50 fonts from various C64 games – just select the desired one and I can be saved out for you to use your own programs.

As mentioned earlier, the disks contain much more than the programs I have listed here: they are quite astounding. I would certainly recommend them to the C64 owner who uses more than the **STFT/FLI-STOP** keys. When days you'll wonder

how you ever managed without them.

Contact: Binary Zone PD at 34 Portland Road, Drogheda, Wexford, W99 7QW.

CHILL OUT BY THE POOL

I've got just enough space left to mention *American J-D Pool* from Zenopsis. Up to eight players can compete in a tournament, and there are several computer/player combinations. The actual shot is laid up on a 2-D overhead screen – since this is done the computer displays the 3-D screen and plays out your shot.

The rules, as you may have guessed, are for American pool. I find it difficult enough playing English pool, but the game is fairly painless to learn. A number of trick shots can be performed for extra points, ranging from easy to damn impossible.

A tremendous little game, especially for two players. Nice graphics, good sound, in fact everything a budget game should be.

Andrew Roberts



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MACHINE SPECIFICS

◀ excellent if you can live with chessiness and the gameplay superb.

● **Turmoil** is a scrolling shoot-'em-up, originally from Rainbow Arts. It features tellurically fast, smooth graphics, loads of badasses, tons of weapons and it's both big and tough enough to keep you going for a while.

● **X-Out** would have been the best shoot-'em-up last year if it hadn't been for **Turmoil**. **X-Out** is also from Rainbow Arts, and it's a more traditional style shoot-'em-up where you control a ship flying through an endless world filled with monsters, guns etc etc.

X-Out is very colourful, extremely fast and boasts a novel extra feature – a weapons shop. You gain tokens by destroying the bad guys which spend them on extra weapons and other goodies. It's rather tough, but it's also extremely good.



• **X-Out** Fast, smooth, colourful, tough – and it's got gameplay to boot

● **Altered Beast** is something a bit different, but so, it's not saving the best till last. **Altered Beast** is a bit of a waste of space in this company. I'm afraid it's a scrolling 'em-up, but, creaking mythological beast-'em-up featuring blocky, confusing graphics and spaces as big as (and as mobile as) houses. Play it if you really have to, but don't say I didn't warn you.

With the exception of **Altered Beast**, the games on **Power Up**, which costs £15.95 on tape, by the way, are excellent. If you're missing three or more of the games on this pack, you're simply got to buy it.

NEW ADVENTURE FANZINE

Adventure has, right like it, know about a new fantasy features which covers role-playing, games and books and includes short stories, reviews and even the odd competition.

It's called **The Adventurer's Herald** and the editor is **ITA Jones**. **ITA** is on the lookout for contributors. Incidentally, so if you think you can write, get in touch with him.

Copies of **The Adventurer's Herald** cost a mere £6p each, and can be ordered from PO Box 582, Twickenham, Telled. Shopping.

Rob Lawton

MACINTOSH

- Apple's bemusing code naming explained
- Outbound Notebook Mac clones revealed
- PC emulation (as if you would want it!)

IN THE PINK

The joint spawning system which Apple and IBM are in charge of codenamed 'Pink'. Want to know why?

Well, when Apple started work on System 7, the company also started thinking about System 8. A large motherboard was fixed to one of the walls in the main programming location in Cupertino, and cards were stuck up with different parts of the two projects; programmers signed their names to whichever features they wanted to work on.

For simplicity, the cards were colour-coded. System 7 cards were blue, while the System 8 cards – which will now become the new joint venture software – were on pink cards, one with stunning originality. Apple therefore decided to codename the project 'Pink'. So now you know.

OUTBOUND REVEALED

At the recent MacWorld Expo a couple of weeks ago, Outbound Systems revealed its new 1 notebook-sized Macintosh compatible computer.


The loved-priced model will cost

about \$2,500; this is a 68000-based, 2Mb machine with no hard disk. The top-of-the-range machine, which has a 60Mb hard disk, 4Mb of RAM and a 66000 processor, will sell for \$4,299.

The computers all come with a set of Macintosh ROMs installed. Outbound has signed a license agreement with Apple which allows the company to do this. Apparently, to avoid problems, Outbound actually sells you a Mac 512KE Plus or SE when you buy one of its machines; it then re-purchases the Mac from you, minus the ROMs which you keep and install in your Outbound.

You never see the Mac, but this rather strange method means that Outbound is working within the letter of its licensing agreement. Hmm...

Whether the new Outbound machines will be best-sellers will depend on exactly what Apple's new portables are like when they appear on the scene in October. One major advantage of the Outbound is that it has a built-in floppy disk drive, whereas Apple's models (or, at least, the cheaper ones) will require an external disk drive.



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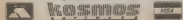
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MACHINE SPECIFICS

SHOPPING EXPRESS

NEW FLIGHT SIM

Microsoft has just released a new version of its flight simulator for the Mac.

Version 4.0 will run in colour or black-and-white on all Macs (later than the Mac Plus). It features 3-D graphics, and offers a wide range of planes to fly. You can even design your own plane, modifying its aerodynamics and appearance as you wish. There is an on-board autopilot, which ranges from the very basic to advanced automatic.

Watch out for a review very soon.

MAC ACCELERATOR

Intel-based company Division Limited has just produced an after-market board for the Macintosh called MacPilot. It claims to increase processing power to that of more than 10 Mac IIIs.

The board's central processor is Intel's 486, one of the fastest chips available. It features a selectable processor speed and can carry up to 96Mb of RAM on-board.

The board supports C and Fortran 77 compilers and a macro assembler. Boards can be connected together to provide parallel processing which will speed up work even more. According to the Managing Director of Division, MacPilot will be ideal for users who require enormous floating point performance, for instance in computational physics and chemistry, fluid element analysis or advanced graphics applications. And we all know

loads of people using the Mac for finite element analysis, don't we...

The board costs just under £5,000. If you're interested, you can contact Division Limited on 0454 334827.

NEW VERSIONS OF SOFTPC

Insignia Solutions has just released three new versions of its SoftPC software, which allows a Mac to emulate an IBM-compatible PC and to run PC software.

Entry Level SoftPC is designed for any low-cost Mac or Mac Portable, and needs only 2Mb of memory (4Mb if you're running System 7) and 2Mb of

hard disk space. The company says that it is "ideal for test-bedding applications and limited practice programs."

Universal SoftPC can be used on all Macs, and again emulates a PCAT. Essentially, this is a higher-cost version of Entry Level SoftPC which can be used by owners of faster Macs. It also supports another Insignia product, SoftMode, which allows you to access PC-format CD-ROMS and to use software which requires Novell Networks.

Finally, SoftPC4T is designed for use on the higher-level Mac (including, according to the press release, those using the 68040 processor, which means

that the company is jumping the gun a bit since the 640-based Macs aren't going to be released until October), it is, and I quote, "ideal for more demanding applications, including graphics and numeric crunching."

If you need PC-compatibility on your Mac, the SoftPC range is a good bet - earlier versions of the software were reliable, if a little slow, and the new versions have had a number of new features added. The programs will be distributed through Principled Distribution. Give the company a call on 081-677 7831.

Ian Whigley

POSTCARD FROM AMERICA

When Apple first introduced System 7 at the 1989 Developer's Conference, it showed something called the 'New Print Architecture' (NPA). Printer drivers have never been fully documented, so when new printers come on-line programmers are sent back to the drawing-board. The NPA would provide support for background printing, colour and halftones for all output devices. It documents could contain more than one page size and page orientation.

A terrific part of this architecture is the concept of a Desktop Printer, which allowed users to have an icon on their desktop representing a particular printer. For solitary Macintosh users finding a network environment there can be multiple LaserPrinters, a Fax Modem, and Print to Disk utilities competing for your document's attention. You could then drag a document onto the particular printer icon, and it would print with as little fuss as possible.

Unfortunately, Desktop Printers and the New Print

Architecture didn't make the cut into the first release of System 7. But Leonard Rosenzweig, one of the programmers of AltoShare who has resuscitated them in DTPrinter. It was his entry in the Macintosh programming contest last June.

The DTPrinter application is customised for the type of printer available. In the case of networked printers like the LaserWriter, the individual printer is selected. When you quit, the program is automatically renamed with the prefix 'copy' followed by the name (or type) of the printer chosen. It even changes its icon to reflect its new abilities.

When you drag a document to the printer you want, the printer is set up, the document's owner is launched and you're presented with the Printer Dialog of your choice. Very neat and convenient.

The back is firmware and is available from most user groups and electronic services.

David Morgenstern

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WHOLE WIRED WORLD

As an alleged hacker turns the Aussie legal system into a turmoil, Steve Gold reports on the court-case and then zips over to the States to find Atari game bargains. Apple feeling the squeeze and plenty of new packages for the ST



EXTRA RAM FOR POGET

When it was first released, the Poget pocket PC cost in excess of \$2,000 and it wasn't what you might call a perfect PC. Several revisions later, the machine sells for just under \$300 on this side of the Atlantic and is a reasonably popular.

Thanks to it, to get any decent packages up and running, you need extra RAM - this costs money. Now Poget has recognised this demand to potential sales and has upgraded its basic machine to include a 512K RAM card as standard, yet has not increased the price to \$1,450 in the US.

Poget in the UK has got to make a decision on whether to upgrade the specifications on the machine sold over here. Considering that the street price of the Poget is under \$1,200, and mail order supplies are plentiful, there's never been a better time to buy a Poget.

ST QUALITY AT BUDGET PRICES

Richter Seton has left his position as vice president of Tekon Technology and formed a new company called Risk Enterprises. The aim of the company, according to Richter, is to get quality packages to ST users at budget prices. Judging from the company's first four releases, he stands a good chance of achieving his goal.

The four packages are DT Paint, Menu Plus, MultiGEM and the MultiGEM utilities disk. DT Paint is a high resolution paint program that runs as a desk accessory. The \$49.95 package is said to be as good as DTP packages such as Calamus, MagaDraw, Fleet Street Publisher, Publisher ST and others, but at a much lower price.

Menu Plus is a full featured desktop enhancement package that creates menus and the like to shield the user from the vagaries of TOS. The \$39.95 package is as economical as RAM as it is on price, using just 32K of memory.

MULTIGEM, meanwhile, is billed as a power-packed multi-tasking system that uses the standard Atari desktop as its front end. The package works with GEM-based packages and, subject to memory constraints, will allow up to six GEM-based packages to be loaded and run at the same time.

The \$99.95 package will even allow TOS and TTP programs to multi-task in their own windows. The company claims the MULTIGEM utilities disk is, as the name implies, designed to work with MultiGEM. The \$29.95 disk is packed with utilities such as Multi-mail, a background disk formatter, Multi-Ranch,

IBM has introduced a portable, battery-operated personal computer that can communicate with other computers via radio waves or cellular telephone links.

Called PC Radio, the machine is designed for service technicians, sales people, police and other mobile workers who need access to information in a larger computer world on the road.

Reading approved by the Federal Communications Commission (FCC), the US Telecom regulatory body, IBM plans to release three versions of PC radio. One will connect with standard cellular telephone systems, while another will

use the Ardis radio network owned by IBM and Motorola in the US. The third will connect with standard telephone lines via a built-in modem.

All of the models will be able to send and receive telex. The PC Radio and Radio series is a case with the same keypad as an A4 sheet of paper. Typing the codes in 64 seconds, the machine is said to be ruggedised and highly resistant to vibration, rain and extreme temperatures.

The machines will ship in the autumn. IBM officials in the US have announced, no prices have been given.



• The IBM PC Radio could soon get portability if the cellular phone links are approved

a menu tree program launch package. Multi-copy, which allows multi-tasking file transfers; and Multi-Print, a multi-tasking print utility. The last news is that Richter has issued a press release with all this information on, but hasn't left his address or phone number. Needless to say, I'm on the list of this information and will reveal it to you next week.

SECOND-HAND ATARI EXCHANGE

The Computer Queen is the name of a new company, based in Lansing, Michigan, in the US, which buys, sells and trades software for the Atari ST, XLORE and Lynx computers. The company claims to have several thousand titles always in stock, and will send out its catalogue of goodies to anyone who asks nicely.

The catalogue aims to sell software to users of Atari computers but, again, if you ask the company nicely, it will allow

trades. The general rule is that a  fee is enough to exchange one package for another. To stop any niggles, the company is insisting that your supplied software must be on the original disk and come with all relevant documents. In return, it guarantees that the software it is selling/supplying is not pirated.

Sounds like a good way to obtain those unusual US software packages for your Atari. Contact The Computer Queen, P.O. Box 20011, Lansing, MI 48902, US. Tel 0151-517-857-8741.

AUSSIE HACKER TEST COURT CASE

While computer hacking is rapidly becoming an everyday occurrence in the UK and US, down under in Australia it's still something of a novelty.

In Melbourne, a defence lawyer has been arguing that charges should be dropped against his client who is accused of breaking into US military and

space agency computers. Representing 20-year-old student Nathan Even-Cham, lawyer Felicity Hampel told a pre-trial hearing at the Melbourne Magistrates' Court in mid-August that removing under a Australian legislation against computer intrusions, first enacted in 1989, applies to activities beyond Australia's borders.

Hampel said that in only one of the cases presented by the prosecution had a computer in Australia been infiltrated, so at all but one of the charges should be dropped. Even-Cham is charged with 48 counts of unlawful computer access via telephone, of breaking into computers and disrupting operations.

This case is an important one in Australian legal terms. As well as being a test case, it is also the first of its type in Australia. For their part, the Australian authorities allege that Even-Cham broke into several networks between February and March last year and disabled computers at the US National Aeronautics and Space Administration in Norfolk, Virginia, in the US, for 24 hours.

This prosecution also contends that Even-Cham later boasted in phone conversations taped by Australian police that he had penetrated the computer of the high-security Lawrence Livermore National Laboratory, a nuclear research facility in California, and bragged of "wrecking havoc" on other systems.

The prosecution says the student, who allegedly used the handle "Phreatic", also broke into computers of Australia's Commonwealth Scientific and Industrial Research Organisation, private companies and the universities of California at Berkeley, Purdue in Indiana and Madison in Wisconsin; and that Even-Cham's alleged attack on the computer systems of Teacorn Systems Corporation of Texas destroyed a number of on-line files, including the only inventory record of the company's assets. The case is continuing and is expected to last several weeks. ■

APPLE MACS SQUEEZE INTO SPACE

Compact, lightweight, and powerful, the SpaceMarker is the most powerful and portable Macintosh computer available today.

SpaceMarker is a "mini" Macintosh computer that fits into a space-saving package. It's the only Macintosh computer that can be used in a space-saving package. It's the only Macintosh computer that can be used in a space-saving package. It's the only Macintosh computer that can be used in a space-saving package.

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The SpaceMarker squeeze into the Macintosh "Mini"

SpaceMarker is a "mini" Macintosh computer that fits into a space-saving package. It's the only Macintosh computer that can be used in a space-saving package. It's the only Macintosh computer that can be used in a space-saving package.

PROGRAMMING

DYNAMIC DATA

Mary Branscombe delves into the depths of the PC, looks at BASICs old and new and gets her hands dirty with EPROMS and the Z80 cross assembler

Microsoft's Visual Basic system for developing Windows applications seems to be designed to be affordable as well as simple to use, two new add-ons cost only £29 each. The Control Development Kit lets you add custom controls to the Visual BASIC Toolbox, although they have to be written in C rather than in BASIC. Alongside the standard controls including command buttons, check boxes, scroll bars and list system controls, you could have video and animation controls for multimedia systems or recognition controls for the Pen Windows environment.

The Windows Help Compiler enables you to add on-line help systems to Windows applications using the Windows help engine.

Z80 CONTROL
ST programmers who want to put code on to an EPROM can control the hardware from Z80 cross assembler, sending initialisation command strings straight to the ROM-programming device. The software also includes conditional assembly language, which will come in handy for debugging the programs before they go on to the ROMs. Full details from DAS Software on 0508 615104.

RELATE TO DATABASE
If you're looking for a relational database system that runs under Windows, SPI is promoting its £95 WindowsBase for £149 until 30 September 1991. The system supports Structured Query Language (SQL) and enables users to

generate queries by selecting options in a dialogue box.

Dynamic Data Exchange allows you hot link data in other applications so that information is updated automatically. The additional application developers kit includes a set of C and C++ developer tools, C++ class libraries and libraries of database functions as well as hooks enabling WindowsBase applications to access code stored in Dynamic Link Libraries (DLLs). A run-time version for distributing WindowsBase applications will be available later in the year. More details from SPI on 0743 944681.

OS/2 AND MORE

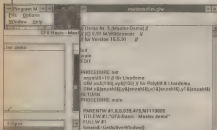
MultiSys is another handy utility from the OS/2 User Group that lets you have several different operating systems on a single disk partition, which makes life easier if you're using versions of your code for DOS, UNIX and OS/2.

MultiSys gives you a menu. It chooses which operating system to use next time you boot up and moves files around so you'll be able to find them. The software costs £80 from the OS/2 User Group, on 0285 655888.

ADA SUPER-POWER

Atys is developing an Ada compiler for the Superspeed II parallel computing project. It's part of an April project to develop operating systems and software tools that will enable parallel computers to be used for commercial applications including CAD, modelling and simulation where the processing power of parallel systems could really make a difference.

Atys has a range of Ada compilers for machines ranging from the PC to transputer-based systems. ■



• The Visual Basic Control Development Kit lets you add your own tools to the Toolbox while the Windows Help Compiler lets you build your own help messages into your Windows

SEARCH FOR CLUB BASIC

Could you pattern it in one and other interested reader? If you're a programmer for BASIC and BASIC programming, maybe you're looking for the right software to use to help you solve your problems?

At the moment, I need guidance on how to add on-line columns or that environment has a separate tool at the bottom.

Clive O'Brien, Clive

There must be a database programming tool that's easy to use to find it. If you're looking for a tool that's easy to use, you can use a 2D programming tool. If you're looking for a tool that's easy to use, you can use a 2D programming tool.

Adding up figures in columns is a common task. It's easy to add up figures in columns. It's easy to add up figures in columns. It's easy to add up figures in columns. It's easy to add up figures in columns.

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THE NITTY GRITTY OF THE PC

Master PC User's Pocket Book • Jim Reid • ISBN 0-7306-085-3
• Butterworth Heinemann • £12.95

You can write a lot of code without worrying about the machine. But if you do know the nitty-gritty of the PC, you can write a lot of code without worrying about the machine. But if you do know the nitty-gritty of the PC, you can write a lot of code without worrying about the machine.

If you're doing any assembly language programming on the PC, you probably will want to have this book handy, because it's a concise but comprehensive reference guide to the PC, covering everything from DOS functions and interrupts to BIOS registers and sending information through the serial port. You can find the same information in other books, but you will probably need a nicksack to carry them round with you and yet the Pocket Book doesn't carry an unnecessary detail.

It covers the 8086, 80286, 80386 and i486 processors, but not any of the corresponding maths co-processors, and versions of DOS up to 4. It's a shame that the author wasn't

able to include the recently-released DOS 5, although the tersely points out that even writing for DOS 3.3 will limit the number of machines that your application can run on.

There's plenty of useful code in the book that shows you how to use the interrupts (it documents a brief outline of the principles of assembly language programming that's clear enough to make the rest of the book make sense).



OVER TO YOU

Atys is developing an Ada compiler for the Superspeed II parallel computing project. It's part of an April project to develop operating systems and software tools that will enable parallel computers to be used for commercial applications including CAD, modelling and simulation where the processing power of parallel systems could really make a difference.

Atys has a range of Ada compilers for machines ranging from the PC to transputer-based systems. ■

Atys has a range of Ada compilers for machines ranging from the PC to transputer-based systems. ■

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TECH TIPS

Are you in a dilemma over your modem? Have you got double trouble with your single-sided disks? Do you dream of emulation? Read on...

Flipped!

I have been informed that notching floppies to get double-sided disks from single-sided ones, can cause damage to your drive. Is there any truth in this or can I make all my disk flippers?

T.S. Yoo, Dumfrieshire, Scotland

AS LONG AS YOU make a clean cut into the cardboard sleeve of the disk you intend to convert to a floppy, or use a commercially available disk notcher (by mail-order advertisement, they should be around £5), you shouldn't have any problems. Be aware, however, that if you make this modification to a floppy designated as being single-sided, then the integrity of the data on the flip side cannot be guaranteed.

Ports in a storm

I own an IBM AT clone. I have a CGA graphics card, disk controller card and an RS232 port card, and it is with the RS232 port that I am experiencing problems.

The 9-pin serial port itself works perfectly, but the printer port doesn't work at all. And since adding the RS232 port my other printer port on the CGA card does not work either.

I have tried adding the other port on the RS232 port to LPT2, but it has no effect. Please can you or any of your readers help? I have an Amstrad DMP3000.

BJ J Pitt, Runcorn, Cheshire

ONE OR BOTH of us is very confused. We think, from your description, I can't tell how many ports you've got and whether they are serial port or parallel printer ports.

However, I can offer some general advice. I assume the story goes something like this: your AT came equipped with a standard 9-pin serial port and a standard parallel printer port and these worked fine. At some point you added a serial expansion card which has two 25-pin serial connectors and that's when your problems began.

The first observation is that no matter how many serial ports you have, they should have no effect at all on the operation of your printer port. This raises the possibility that your expansion card has two of these.

You suggest that by removing the serial card, your standard AT ports behave normally. The question then is to determine exactly what is on your new expansion card. Either refer to the documentation, or go back to the dealer. The good news is that you certainly be able to get everything working - but believe you can find the solution you need to know exactly what the problem is.

EPROM toaster

I hope that you can help me with the following problems:

1) Where can I obtain an EPROM programmer suitable for either the Amiga 500 or Atari ST? I wish to 'blow' my own programs on to EPROMs I use with the Atari.

Also, it is possible to obtain the plastic cases and shell boards on which the EPROM chip

is mounted to insert it into the cartridge port?

2) I recently took advantage of Commodore's A500 to 2000 upgrade offer. As a result I now have a 20 Meg TriAngle Turbo 3 hard disk drive space. This has a SCSI port on the back allowing other drives to be added.

As my A2000 has a 40 meg hard disk already fitted there is a SCSI port attached to this. Is it possible to use the A2000 to control my TriAngle drive and use it as a second hard disk? If so what must I do and where might I purchase a suitable SCSI lead?

Stuart Robertson, Aberdeen

THERE ARE TWO KINDS of EPROM programmer, dedicated and stand alone. The dedicated one plugs into a specific computer and works from on-board software. This can be an easier and more elegant solution, but has the disadvantage that if you change to another computer, you'll need to change programmers.

The other kind stands alone and connects to the computer via the RS232 (serial) port. This is a better bet in the long run because although you may have to hunt for suitable software to drive it, you won't have to replace the hardware.

A good jumping-off point for this sort of hardware is Maplin as 0702 554161. If you're intending to develop programs to run on EPROMs you'll need an order as well as your money first time!

Alternatively, it's possible to use RAM chips with battery back up to emulate EPROMs during development. The program is loaded into the RAM chips and the write line is disabled. Unless power to the chip is lost, it will

behave as an EPROM, because it's easier to clear and write to RAM. This is a necessary piece of kit for an EPROM developer.

As for the plastic boxes etc, you could try one of the companies selling software in cartridge form or one of the large suppliers such as Oriel.

We couldn't get the Commodore SCSI interface to behave in a true SCSI manner so I'm afraid you're out of luck.

Disk Doctor

Recently I was approached by a friend who asked if I could help out with a disk that a colleague of his seemed to have knackered up. As she works in a busy office she is finding the apparent loss of information worrying.

My friend explained that there are about 24 DDC files on the disk and that access to 10 or so result in the prompt file display showing:

```
" - issue.doc" is not a
supported file type" One of
these files (over 1200) contains
customer information vital to his.
When I scanned it through
CHKDSK (MS-DOS v3.3) I found
that I had two problems when so
much information came up on the
screen: 1) Inaccessible with one file:
\\user000\\dms000
```

```
Allocation error, disk exhausted
130 byte clusters found in 10
clusters
current root cluster to file
174017
17400000.000
16 clusters linked in cluster 19,
is lost, the first three files that
came up with "allocation error"
were the IBMDOC.COM, IBMDCS.
COM and COMMAND.COM files. I
believe the package you is using is
called DisplayWrite 4.
```

David Ross, Durham

IT SOUNDS as if strong medicine is called for. First rule when there is a problem on a floppy disk is make a copy of the corrupted disk if that's possible. The way you always have the original to make more copies of if your disk category kills the patient. Dead and dying disks with corrupt word processor files can sometimes have the files recovered by attempting to load them into a less heavy word processor or by using a word processor with a file convert utility that sums the affected file into pure ASCII.

It sounds as if you require something 'frank stronger' though. Disk utilities such as Norton Utilities or PC Tools can help with disk and file problems and are very powerful, but can

Monitor for the ST

I am currently looking for a second-hand monitor, and am a bit confused as to what type is suitable for my STFM.

I have seen many adverts for CGA colour monitors for very reasonable prices. Is the CGA standard capable of utilising the Atari's output to the full? Also, is the Philips CM8633 as sharp as the Atari SC1244?

In short, what resolution/pitch and input signal (RGB, composite etc) requirements do I need from a monitor for it to do my ST justice?

K D Misch, Uppsala, Sweden



• The ST/SCART lead needed for Philips monitors are easily available and the monitors are ideal for your ST

best.

As long as you can find out the pin-outs for the monitor (these for the ST are in the manual) you can get a suitable lead made up.

THE ATARI ST SEEMS to work best with an RGB monitor. The Philips monitors with a SCART connector are generally the simplest to use as the ST/SCART lead is simple to get. Various other monitors work, though. We got an Amstrad CPC colour monitor working off the back of an ST and colleagues report varying degrees of success with other RGB

be dangerous in the hands of a careless person. If you wish to use them, be sure that you understand them and their documentation. If you have any questions about their use, get someone who understands them to watch over your shoulder.

Get me on line

I'm in a dilemma. I just bought a Prime VTX 5000 modem from a classified advert, but it wasn't supplied with any instructions (other than how to access Microsoft), and so I don't know how to link my Spectrum to any of the other numerous ISPs throughout the country (having checked the lead wire of course).

I would also like to know what software I need to access other ISPs and viewable (or CASH-Tel - Maplin Electronics) as it seems there was the main reason for sending off for the modem in the first place (apart from the fact that it was virtually free).

James Harshley, Games, London

THE ANSWER is in the software. To get on to scrolling BBS (which most in the country are) you'll need purpose-written software for your VTX. There's a PC site called FidoNet which is marketed to be pretty damn good and one that you can buy called Dr. Squirrel that has a rather elegant X-modem file transfer mode.

You may have problems with some BBS because the VTX5000 has a feature that causes it to wait for anything between 8 and 12 seconds before sending its carrier. Some answering (multi-speed) boards can't have long ignored for so long and hang up.

If you've have trouble getting a VTX5000 to work, don't look the VTX, look Alan Sugar. When he bought the company and the Spectrum was Amstradised, certain changes to the hardware on the Plus 2 and Plus 3 caused compatibility problems. (Thanks, AT) Watch this space for the solution.

PC Gamesier

I have recently bought a 386 PC and I am now fixed up just playing games. I have installed a creative card and now wish to start writing games.

Are there any high level programming languages, or utilities, that will assist me in producing games/adventures? Such as STOSAMOS and STAC? Even books would help.

A K. Tanshin, Gloucester

NO SOFTWARE HOUSE would admit to an integrated games playing environment for the PC along the lines of AMOS or STAC. The closest PC terms to come to being a games creation programme is with adventure creation programs available in the Public Domain.

If giving the bird the eggs and muzzling Gilliam isn't your cup of hemlock, I'm afraid the only read answer

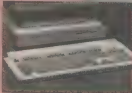
Arc emulator

I have an Amiga 500 and I would like to transfer work from it on to an Archimedes that we use at school. Please can you tell me if there is such a thing as an Archimedes emulator for the Amiga 500. How much will it cost? Where can I get it from? And is it available on PC?

M. Gulerati, Middles

THE AMIGA doesn't have enough on board hardware to emulate the Archimedes. The Arc runs RISC (Reduced Instruction set Chip) architecture while the Amiga is based on the more conventional Motorola 68000 processor.

To put it in true perspective, what a Lotus Samrat and a Persa Terminator are both motor cars; you can't get five passengers in a Topaz because it hasn't got the hardware capability. A pity but that's the case. You can't emulate an Arc with an Amiga and a Tasterless just hasn't got enough speed.



• Would you want to get your Amiga to emulate the Archimedes and vice versa? There are people out there who would and they have their reasons, but unfortunately it's impossible.

in good old assembly language. This block art requires a lot of effort and has all the user friendliness of a BR Toyer Centre. High-level languages such as BASIC, C, and Pascal may allow you to put together some fairly clever little projects, but for that reason exterminating a life-form, flying a jet or doing anything that requires little pre-programming, nothing short of assembly will do.

Guru numbers

As an Amiga owner I am still trying to find out what the Guru meditation numbers mean. 00000000 seems to be a favourite of my machine, but I have numerous ones ending in three non-zero digits.

I have also had problems with an RS232 port on a card in an MS-DOS slot on the XT Bridge in an Amiga 2000. I have a Diablo 636 printer which is currently interfaced for RS232 on the Amiga serial port (which can't be accessed by MS-DOS), and I would like to drive it from a serial card.

Apparently the interrupt needed for the printer is IRQ2. This doesn't seem to be available on my card (which is a dual port card offering IRQs in IRQ2 alternatives). In the early days of my experience with MS-DOS, my ignorance of MODE operation was a problem, but I have finally arrived at the conclusion that I need a different serial card. Do you know of one which doesn't need a second mortgage and which will drive my printer?

John W. Shanley, Wiston, Cwre

BET YOU THOUGHT the Guru was going to be the more difficult question. Nope...there's nothing in this world more difficult than RS232.

But first, the Guru. There are two kinds of Guru: those that crash your machine, and those that don't. Also, there are two causes: system self-were problems, and 68000 traps. So I follow that there should be two kinds of Guru message.

The first looks like this:
Guru Meditation
00000000, 00000000
[no familiar John?]

The number before the 500 stop tells you the 68000 trap number, and number 3 is an address error - specifically, trying to access an even word on an odd-byte boundary. Others include 2, a bus error; 4, illegal instruction; 5, divide by zero; and 6, a privilege violation.

The number after the full stop gives the address of the offensive instruction. The second type of Guru message has more non-zero numbers and looks like:
Guru Meditation 00000000, 00000000
Here, byte 0 identifies the area of system software that generated the problem; byte 1 flags the cause of the problem and echoes the accompanying real message; and word 2 gives a cross reference to the specific error which can be found in the assembler's developers file.

For example, if the 0 byte is 02, the problem is in the graphics library; 04 is random; 07 is AmigaDOS; 13 is the keyboard; and so on. The 2-byte has a value from 1 to 6 (01 to 06) and may mean "no memory", "IO error", or that the Amiga is having trouble with a library or device. For a complete rundown on Guru acquire a copy of *Aladdin Software's Kickstart Guide* in the Amiga, around £10 from most good bookshops.

The printer problem is a curious one. In *Sybil's* The MS-DOS Handbook (TRO 95) by Richard Allen Ruff, there is an example of using the serial port with a printer. Fortunately, the printer is a Diablo 530. King gives the set-up details at:

PCBI COM1:1384,N,4,1,P
then
MODE GPR2=COM1

However, assuming you already know this, your problem has elsewhere - and I mean somewhere other than the IRQ setting. Printers really don't care which IRQ is being used because they have no way of knowing. IRQs only become an issue when you're using more than one serial device, and I would guess that in an Amiga 2000 that would mean more than one device on the MS-DOS side.

If MS-DOS can't access the Amiga's serial port, that should mean it can't access it at all.

What this boils down to is that I can't see any reason why your printer wouldn't work from any serial card under MS-DOS. If you do, I'm afraid you need more professional advice than I'm able to give you.

Joystick blues

Can you help? My Amiga joystick ports are as the blink. If I'm playing a dual-player game like *Battle Squadron*, pressing fire on either joystick causes both ships to fire. Movement is OK. It's just the firing.

Can I fix it myself, or is it a repair centre job? The gamecube has not set.

Gary Miller, Dover

WELL, to state the obvious, it seems as if your wires have been crossed somewhere. However, rather than attempt to take your Amiga apart and try to fix the problem, I would probably be better (and safer) to send it to a repair centre and get it done properly. ■

PROBLEMS?

Remember to log the details of your problem to Tech Tips, New Computer Express, 40 Monmouth Street, Bristol AV11 1BB.

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PUBLIC DOMAIN

THE PD COLUMN

From a magazine on a disk to educational software for your kids, James Leach gets out and about around the country's Public Domain, bringing you the latest to hit the headlines

BLOCK BUSTER

People who write PD aren't often bothered about "borrowing" ideas from others. Zeus is a new PD game for the Amiga from 17-Bit Software. It's fast, it's colourful and it isn't a million miles from an Oregon game of a few months ago called Puzzle.

Basically, you have to move different patterned blocks around inside a frame. When blocks touch others with the same pattern, they vanish (the idea

being to get rid of all the blocks in the frame). It sounds easy, but the blocks tend to stack up very awkwardly, and when you get odd numbers of each pattern you'll really have to exercise the grey cells.

It's a brilliant, ar, implementation of the Oregon game, but one thing must be slightly off: the mouse sensitivity is set far too high. Move the rodent a couple of microns and the pointer flaps right across the screen. Apart from that, it's well worth seeking out.

ST DESKTOP

The South West Software Library has decided to live on the lines of KooDesk and Harklekin with an ST desktop replacement of their own. It's called KooDesk, but it's actually far more chaotic. It's very impressive indeed, and has a whole suite of features including customised icons (which ask 12 times better than the boring normal standard desktop ones). We copy and delete



• Bring your ST's desktop right up-to-date with KooDesk from the South West Software Library

duplicate icons (as seen on TOS 1.4), keyboard shortcuts, menu bar dock and even useful functions like a graphical display of how much disk space has been filled by the horizontal scroll bar.

Someone has obviously thought about the desktop, allowing on the best features of NeDesk but adding extras which put it a nose ahead. For it's depth,

the program is also surprisingly fast. KooDesk is so new that it hasn't yet been translated from the German, but the English version should be out soon.

If you can't wait for that, the South West PD Library also does a German to English Translator, which might help. It has a 3000 word dictionary, and will deliver any impenetrable Teutonic verbiage into good old understandable English, although SWSL points out that it hardly produces elegant prose. It's very useful as much ST PD and Shareware seems to originate from Germany.

USEFUL UTILITIES

Once you've set up your sparsely branded new KooDesk, you'll probably want some handy utilities to put on it. English PD has just the thing. It's basically a collection of the best ST



• Plenty of Puzzle-related fun with 17-Bit Software's Zeus

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- U056) Wordwright Wordprocessor
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- U062) New Age Utilities
- U063) Penfile Europa Utility
- U065) Fonts
- U067) ICPUG Printer Utilities
- U069) XLS Best Of PD 3

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utilities brought together on one disk.

The idea is simple, but doesn't seem to happen often enough in the exciting world of Public Domain. The disk contains 13 Auto programs to subdivide your ST, a useful program called PC Shifter which allows you to swap up to 32 disk associates into GEM instead of the usual six, a graphics editor for the desktop and plenty of other little items to keep you amused during the dark watches of the night.

One of the most useful is a copy of WKiller. This is a powerful virus checker and remover written by MUG UK. You can never take too many virus precautions, so it's always welcome to see virus killers on PD.

Staying with Alan ST PD for a moment, Jemix PD has re-released one of the best 'C' tutorials they say they've

ever seen. Called **Disk 138**, it certainly does look authoritative and if you can live with the fact that it's basically a large and technical book on a disk (and will run your eyesight forever), it'll tell you all you need to know about the high-level language.

ANGELIC EDUCATION

Educational PD software is on the increase everywhere you look, and it comes: the Amiga is the forefront of this expansion. Déjà Vu Software, which used to be known as the Amos Public Domain Library before it changed its name by deed poll) has released a program called **Arc Angel**. It only runs in 1Mb and shows kids how to create shapes by slotting them into a grid.

It's easy to use, pretty child-proof (as far as crashing when you fill all the



• From Arc Angel by Déjà Vu Software comes this colourful, but simple shape-moving educational program

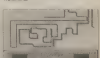
keys if once is concerned) and is rather absorbing. Like all the best kids' software, things start off very simply, then gently ease the user into more and more complex situations, forcing him or her to use the recently picked-up skills or knowledge to the full. And Déjà Vu's program certainly does that. It's also bright, colourful and rewarding.

MAG ON A DISK

Frank O'Connor, my illustrious predecessor looked at a very early issue of **The Disk** several months ago. The disk is a magazine on a floppy for the Amiga set up by Steven Lord (under the title **The Disk**). It's now on issue four (covering August and September), and Steven assures me that the readership is increasing all the time.

It's not surprising because **The Disk**

is a very well put-together piece of software. It has an editorial section known as Scribble Pad (which justifies the title magazine on a disk, but it's also packed in the pile with other items such as (on issue four) an Octalised 1000 PD Column Express 141) demo here, a disk-label printer program, a powerful file cruncher, a disk drive speeder, a clock and a couple of fonts for GFAPlus.



• One of the games on **The Disk** (issue 4) is **Tron**. It's a good version of the classic. **The Disk** is available from Steven Lord

WHERE TO GET IT IF YOU WANT IT

For Amigafiles go to:
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SO1 9ZX

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Rd, Beaconsfield, Stafford
ST16 3JU

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The Disk is available from
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For the 'C' tutorial and
other helpful items,
contact Jemix PD at 66
Abbey Road, Stotod,
Rochester, Kent ME3 3GB

Zeus for the Amiga can
be obtained from 17 Bb
Software, PO Box 57,
Walsfield WPT 10X

The rather funky
Kassoski is available
from South West PD
Library, PO Box 563,
Wimborne, Dorset
BH15 2YD

All these listless utilities
available on ST form

And Déjà Vu Software
(previously Amos PD),
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MULTIGEM MOVES IN

PRODUCT: MultiGEM
COMPATIBILITY: Atari ST/STE/TT
FROM: Grey imports
CONTACT: Scotsoft International,
 47 Auchingane, The
 Tryst, Edinburgh

With the release of Windows 3 on the PC and more recently System 7 on the Macintosh, multi-tasking graphic user interfaces are fast becoming the standard for modern computers. The ST has been sadly lacking in this area, having only limited multi-tasking abilities in the form of desk accessories.

Recent visitors to the Coder ST show in Hannover were stunned to hear of the imminent release of MultiGEM – claiming to offer, at long last, a multi-tasking GEM environment for the ST. But how does it stand up against the competition?

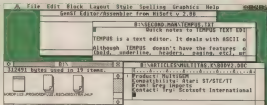
MULTIGEM IN ACTION

MultiGEM is compatible with any ST system, colour or mono, providing it has TOS 1.2 or greater. Taking up only 88K, it will theoretically run on any memory configuration, although one megabyte or more of RAM is needed for serious work.

The package also supports 68025 and 68030 upgrade boards. Promptly in the installation program are in German, but all are accompanied by icons, meaning no knowledge of the language is necessary. Rebooting your ST will install MultiGEM in memory and a few seconds later you will find yourself in the familiar GEM desktop – the only visible difference being that the necessary slots are filled with MultiGEM stuff.



• MultiGEM multi-tasking Calamus DTP, First Word Plus and the GEM desktop



• MultiGEM is multi-tasking Tempus, First Word Plus, Devpac 2 and the GEM desktop

VISIBLE DIFFERENCES

It is only when you begin to run GEM programs that the differences between GEM and MultiGEM become apparent. Running a program no longer closes the window it was run from, instead the program loads leaving the desktop window open; this means you can run another task from within the first! Up to six tasks can be loaded at any one time. Switching between programs is simply a case of activating the needed window, in which point the menu bar will change to that of the activated task. If no window is open in the required program, it can be selected from an accessory slot.

Clicking on an empty slot will select the GEM desktop. When a program is run, MultiGEM makes an intelligent guess as to how much memory the task will need. Of course, this is not always correct – your desktop publisher will need more memory than your word processor, for example. It is for this reason that a configuration program is supplied to allow you to dictate how much memory is allocated for particular programs.

The default file contains information for popular programs such as Calamus, Gemini and First Word Plus. The GEM desktop Show/Hide operation just doesn't fit in with the new multi-tasking ST. Thankfully Mason has included a fully windowed text display program or the MultiGEM disk and clicking on a non-executable program will automatically run List. This is particularly useful for packages that come with documentation on disk, as it is possible to have both the program and the documentation simultaneously on screen.

For those with an interest in the internal workings

Multi-tasking GUI's are fast becoming standard for modern computers, but the ST is left slightly out in the cold. Until now – MultiGEM brings ST users a faster and more flexible way of using their machine. Nial Grimes moves around his desktop with lightning speed...

of MultiGEM a section in the manual is dedicated to answering any questions you may have. Unfortunately this, once again, is in German.

SHADES OF APPLE?

In action MultiGEM cannot be faulted. Most major packages are compatible and are greatly enhanced by being able to co-exist with other programs. Packages tested include Calamus, Script, First Word Plus, Tempus, Gemini, Timesworks DTP, Proxima and many more. Most presented no problems whatsoever. That said, some packages are bound to be incompatible so check with your supplier that the packages you want to use have been tested.

Those concerned by the prospect of losing an lots of data instead of one during a system crash need not be worried. A crash at the active task does not affect any of the other programs in memory. One problem with the system is that it occupies the accessory slots meaning for every accessory you have loaded, one less task can be run. All things considered, for the flexibility on offer this is a small price to pay.

MultiGEM is an excellent package. In terms of usability the package brings the ST into the realms of the Macintosh, and in many ways is very similar to MultiFinder. Switching between tasks soon becomes second nature and after a few hours using the package, you will not want to live without it.

All we can hope is that Atari sees its potential and bundles it with every ST sold!!

VERDICT BOX

FOR

- ▲ It works!
- ▲ Compatible with most GEM programs
- ▲ Makes full use of the GEM windows.

AGAINST

- ▼ Price
- ▼ Memory hungry
- ▼ German prompts

COST: £99.95
VALUE: Super

DOES THE OPPOSITION PUT UP A GOOD FIGHT?

MultiGEM is a very good package, but it is not perfect. It has some limitations, but these are not major ones. These are:

- It is not a true multi-tasking system. It is a pseudo multi-tasking system. It is a multi-tasking system in the sense that it can run multiple programs, but it is not a true multi-tasking system in the sense that it cannot run multiple programs at the same time.
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Games Week

It's the pages you've been waiting all week to read - Stuart Campbell comes in spinning with the latest releases and licences to hit the screens

STAR RATINGS

- 2000AD
- Toxic!
- The Beast
- Tom and Jerry Monthly
- Computer And Video Games

OCEAN BLUE

Yes folks, Ocean is just a little bit down in the dumps at not having had any games at the top of the charts for a good few months now, although there's a very good reason for that in that it hasn't actually released anything very much in the last few months.

It's all set to put that right in the lucrative autumn/winter months though, with a veritable tidal wave of products. Best bet for Christmas No. 1 could well be **The Simpsons**, the cartoon franchise that's already available to purchasers of the 1 Meg Amiga Classics pack, but will be cut for the normal machines shortly.

Then there's **Wizball**, the long-awaited follow-up to **Wizball**, which is

looking even more bizarre than the slightly surreal 1989 Mame conversion from (and there's all sorts about **Nightbreed**, **Total Recall** and **Navy Seal's** will be simply dying to rush out and buy **Hudson Hawk** a licence featuring Bruce Willis And His Incredible Roaming Machine in a platformy adventure that looks a cut above the production-line stuff that the Manchester mob have been churning out recently.

Meanwhile 3-D fans will lap up **Robocop 3**, a stunning-looking game with a real feel for the original film, as well as some pretty incredible (if a bit on the slow side at the moment) animation



• **Wizball** promises to be a bizarre follow up to **Wizball**



• **Robocop 3**, the game that is, not the film, will feature some incredible animation and some pretty amazing 3-D graphics

of a huge **Robocop** character.

Finally on the cinematic side, there's the almost-finished **Terminator 2**, which goes back in the direction of **Batman** in being a mix of pretty respectable driving and lighting sub-games.

All of these games are well under way and most of them are looking pretty good, so it looks safe to tentatively say that Ocean is on the way back after a lean period (both in quality and quantity terms) which was beginning to worry even their staunchest fans. About time too, that's what I say.

NEED A CHALLENGE?

Oranin's sequel to the much-acclaimed (and rightly so) **Let's Expend Turbo Challenge** loses a word from its title, but gains lots of new features, including a three-player option (via an extra machine), a more varied selection of cars to drive (ie, two instead of one), and

most strikingly, a whole slew of weather conditions to drive through, from snow and rain to the incredibly impressive fog sequences.

While there's quite a while to go yet before the finished thing is available, it's already looking excellent, with gamelay that's if anything even better than the original (how rarely we get to see that these days). For fans of high-speed rollercoaster driving thrills (like I said), this could well be the release of the autumn.

HERE IT COMES AGAIN

This week: **FALLING AND LAUGHING**. Since **Miner 254er** more years ago than I care to remember, people have bought platform-and-ladders games. In fact, there was once a time when every other game released would be yet another attempt at a **Miner** clone, a habit which persisted right on into the first couple of years of 16-bit dominance and reached a peak recently with **Switchblade 2**. Still, all those years of imitation and tribulation have left software houses with a rich seam to plunder for the over-growing re-release market. Let's take a look at a few...

IMPOSSIBLE! GSH

• £7.99 16-bit • £3.99 8-bit

One of the most enduring characters in platform gaming history is Monty Mole. Appearing first in an anonymous game which only stood out from **Miner** after

TOP 10

	Game	Developer	SP	CO	AM	ST	AG
1	Man United Europe	Krisalis	SP <td>CO <td>AM <td>ST <td>AG</td> </td></td></td>	CO <td>AM <td>ST <td>AG</td> </td></td>	AM <td>ST <td>AG</td> </td>	ST <td>AG</td>	AG
2	Hero Quest	Gemstone	SP <td>CO <td>AM <td>ST <td>AG</td> </td></td></td>	CO <td>AM <td>ST <td>AG</td> </td></td>	AM <td>ST <td>AG</td> </td>	ST <td>AG</td>	AG
3	Robinson Collection	Ocean	SP <td>AM</td> <td>ST <td>AG</td> <td></td> </td>	AM	ST <td>AG</td> <td></td>	AG	
4	Quiz Collection	Codemasters	SP <td>CO <td>AM</td> <td></td> <td></td> </td>	CO <td>AM</td> <td></td> <td></td>	AM		
5	Teenage Mutant Hero Turtles	Microsoft	SP <td>CO <td>AM</td> <td>ST <td>AG</td> </td></td>	CO <td>AM</td> <td>ST <td>AG</td> </td>	AM	ST <td>AG</td>	AG
6	Learnings	Pygmalion	ST <td>AG</td> <td>OT</td> <td></td> <td></td>	AG	OT		
7	Monkey Island	US Gold	SP <td>AM</td> <td>ST <td>AG</td> <td>OT</td> </td>	AM	ST <td>AG</td> <td>OT</td>	AG	OT
8	Eye of the Beholder	US Gold	AG	OT			
9	Super Monaco Grand Prix	US Gold	SP <td>CO <td>AM</td> <td>ST <td>AG</td> </td></td>	CO <td>AM</td> <td>ST <td>AG</td> </td>	AM	ST <td>AG</td>	AG
10	Big Box	Beau-Jolly	SP <td>CO <td>AM</td> <td>ST <td>AG</td> </td></td>	CO <td>AM</td> <td>ST <td>AG</td> </td>	AM	ST <td>AG</td>	AG

SP = 8-bit ST/16-bit • CO = Commodore 64/16-bit • AM = Amiga • ST = Spectrum • AG = Atari • OT = Other

DAYS OF THUNDER • Mindscape

If for some strange and perverse reason, you have the unfilled desire to play this game more than you absolutely have to, you may find the

burden eased slightly by this tip. Parse the game while qualifying and type: **CONFLYWITHRE**, you should find yourself endowed with

PLAYING TIPS

SARAKON



If you're expecting just another clone, you're in for a bit of a Shanghai surprise.

Sarakon (from the Japanese word for 'to surprise') is a top-down action game that's a bit of a clone of the classic **Shanghai** game, but with a twist. It's a clone of the classic **Shanghai** game, but with a twist. It's a clone of the classic **Shanghai** game, but with a twist.

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TOP 10 ALL-TIME SUPERHERO	
1	Spider-Man
2	Double Dragon
3	Major League
4	Double Dragon
5	Double Dragon
6	Double Dragon
7	Double Dragon
8	Double Dragon
9	Double Dragon
10	Double Dragon
TOP 10 Action/Adventure	
1	Superman
2	Superman
3	Superman
4	Superman
5	Superman
6	Superman
7	Superman
8	Superman
9	Superman
10	Superman

Rank compiled by Editor. *Complete credits software publications.com

the playability of the original while being mindful of the limitations of the host machines.

All the good work went out of the window, though, when flushed with this success USG decided to carry on and bring the game to 16-biters too. The limitations of the machine concept went flying as the programmers introduced an absurd juddery stut-stuttering system and in the process made the game almost entirely unplayable.

Great music wasn't enough to save it, and I can only put the good reviews it still managed to get down to drugs, bribery, or both. For 32 with two other CapCom games, 3-bit owners can get themselves a real bargain here, but Amiga and ST purists would be well advised not to touch this with a 30-foot long barbed wire dipped in Dettol and covered in condoms. 8-bit versions 16-bit versions

STRYX • Stryxers • £7.99 16-bit only
To be fair to Psychosis (for 4 is responsible for this latest addition to the re-release label club), this isn't just a platform-and-ladders game. I've included it anyway, though, because the platform action which makes up the first and biggest part of it is so unbelievably appalling that very few people will ever bother to progress as far as the more shoot-'em-up sections which the game also features.

Your anonymous title sprite nudges anxiously around some identical scenery, taking the odd potshot at big, but useless, enemies with his ineffectual little gun, and it took me about as long to get utterly bored with it as it does for Jimmy Hill to annoy a Scotsman. Really, from a major-league outfit like Psychosis, you'd think professional pride in some of its truly great games would prevent it blackening its good name with terribly terrible typography like this, but it would seem not to fill the case. Releases like this are a great excuse to start saving up for Christmas. ■



• What most people don't realise is that Stryx actually features a shoot-'em-up section mainly because they fall asleep long before they reach it!

ATOMINO

What again? Atomino (H&H) is a game about a character who is a...
1. LEFT 2. RIGHT 3. UP 4. DOWN 5. FIRE 6. COOL 7. WARM 8. HOT 9. COLD 10. WARM 11. HOT 12. COLD

DINOSAUR CORNER



• Not so much impossible as unhearable...

at all by having an Arthur Scargill sprite at the one (which got the game on to Newt At Ten at the time, would you believe?). Monty survived through a series of sequels of varying quality before arriving for a triumphant comeback in the hands of Core Design, rebranded as programmer of the enormous 16-bit platform hit, Rick Dangerous and Rick Dangerous 2.

How could such a magnificent meeting of, er, minds possibly fail? Easy. By producing a game as completely torrid as this one. Impossibly featured Monty in an ill-judged superhero guise, and combined all the worst features of the Rick games with a beautiful element of dirt and out-of-place that Monty almost made it on to Newt At Ten again as armies of overaged game lords besieged Greenleaf with stoncs and petrol bombs in protest at the subverting of their beloved character.

The only bits of impossibility

which weren't maddeningly crap were the bits which were too boring to get worked up about, and the game crashed ostentatiously into the gutter. Now, sponsored, Greenleaf is trying to palm it off again at a price which is closer to, but still considerably above, its true value. Don't be led.

80WAC COMMANDO • Kixx

• £7.99 16-bit • £4.99 8-bit

CapCom's corking com-op plinking classic (sorry) wasn't one of the most widely-seen arcade games ever, but that didn't worry US Gold as it set out to bring it to the less-than-gasping-in-anticipation gamesplaying public.

Mind you, when it did, the finished product brought more than a few doubts its way, and deservedly so, because it was one of the more successful conversions to 8-bit conversions ever, maintaining all



• Should this game ever have come down from the trees?

BEG, BORROW AND BURN

BEG

JIMMY WHITE'S WHIRLWIND SNOOKER • Virgin
Hitting the shops in a matter of seconds, Archer MacLean's first major product since the legendary K+ is also one of the best games by anyone since the aforementioned best-kept secret of the world all these years ago (can it really have been five years?). Not only does it play a game of snooker to rival the great Mr. White himself, but JWSWS boasts some of the slickest and most impressive presentation in the history of the 16-bits. All of Archer's games are programmed with tender loving care, but the zooming, sweeping 3D and little hidden gems concealed in here make this the game he'll be putting at the top of his CV from now on. Stunning.

BORROW

THE EXECUTIONER • Hawk
There's one of the all-time classics of computer gaming, so it's perhaps surprising that it hasn't spawned more imitators. This version combines the traditional fence-precision gameplay with a tasteless and superficial torture sequence and a largely unnecessary space element, but it may be that the Throat-thinner itself is enough for some people. Mind you, it's a shame that in this case even that's been spoiled to some extent by the lack of keyboard controls, but don't dismiss The Executioner until you've had a look, at least.

BURN

WILD WHEELS • Ocean



• Wild Wheels • I wouldn't say it was dull, but let's face it, I wouldn't be lying if I did...

3D soccer-style games have an unhappy history on the 16-bits (Bowl Hockey and Shmball being just a couple of the more efforts), and Wild Wheels isn't the game to change any of that. Dull graphics, unhelpful and confusing views, and gameplay thinner than Karen Carpenter drag this game right down, and while it is slightly more playable than most of the flops which have preceded it, that still makes it about as playable as a game with the lid nailed down. Strictly for those with more pound notes than brains.

THIS YEAR'S MODEL?

There are so many PCs available at the moment that any new models have to be special to succeed. Tim Howell sees if AST's Bravo 286 and 386SX have that certain something which deserves applause

PRODUCT: AST Bravo 286/16 and Bravo 386SX/20
COMPATIBILITY: PC
FROM: AST
CONTACT: 081-568 4350

Recollectively, there are just too many different PCs on the market at the moment. So many, in fact, that it's understandable that potential computer buyers could easily be confused by the number of options open to them.

In order to make an impression in this competitive market, computer companies have to not only offer well-specified machines that are good value for money, but the machines also have to possess features to make them appear more attractive to consumers. AST has tried to do this with the Bravo 286 and 386SX PCs, which are part of its new range of machines.

Physically the two PCs look almost identical to each other, but internally they have very different specifications. The Bravo 286 is equipped with an 16MHz 386 processor and 1Mb of RAM, whereas the Bravo 386SX/20 has a 20MHz 386SX processor and a healthy 2Mb of RAM. If required, they both can be expanded up to 16Mb on the system board.

CONSTRUCTIVE COMMENTS

Both machines are solid and well built. They each have a metal case, which not only prevents the emission of electromagnetic signals from the computer, it also provides a solid platform to put a monitor on. Some people could have a problem with the size of the cases, though they take up a lot of desktop space.

In terms of input/output there are two serial ports, a parallel port, a PS/2 mouse port and a video port that gives output from the integrated VGA graphics card.

There are also five empty 16-bit expansion slots on the motherboards of the machines. This is quite a large number considering that most of the functions that would normally require add-on cards have been incorporated on the motherboard, including the VGA graphics support, serial and parallel ports and the disk drive controller. The integrated VGA card can display Hercules, CGA and EGA graphics as well as VGA.

In terms of storage, both machines come with a 1.44Mb 3.5-inch floppy drive and a 40Mb hard drive. Both of these are fairly standard in AT-class machines such as these.

The keyboard supplied with both machines has a good feel to it. The keys are light and responsive, and once pressed they give a definite feedback. It is a normal 101/102-key AT-type design and is, as usual, detached from the main body of the machine.

WHAT'S UP DOES?

Unusually, perhaps, the construction of the manuals reflects that of the machines; they are very good. The manual for both computers is clearly set out and very informative. Not only that, the information is arranged in an intelligent order and also includes technical details.

Having such technical information in a basic manual such as this is not the norm. It clearly explains how to remove the case of the machine and how to fit cards in the expansion slots, as well as giving more standard details such as the pin-outs of the various ports. Many companies seem to think that this sort of information is too complicated for their customers and they don't include it. So, when users eventually do want the information they end up phoning the company, or endangering themselves and their systems by undertaking the job without proper guidance.

In terms of performance, neither machine is outstandingly fast or special. Actually, this is the case with most PCs — they are so similar to each other that often the enhancements are to improve aesthetic appearances rather than hardware performance.

BALANCE OF POWER

In general, a PC's performance is proportional to the processor it is running on — thus, a 20MHz 386SX is considerably faster than a 16MHz 286. However, processor speeds on their own aren't the only determinants of good performance — the 386SX can run 32-bit applications and operating systems that require at least a 386SX processor, which opens up a whole range of possibilities. The Bravo 286 can be upgraded with the addition of a 386SX processor for £365.

AST has endeavoured to get as much performance out of the machine's standard components as possible. The company has used its own BIOS (Basic Input

* Both AST's Bravo 286/16 and 386SX/20 computers look like this on the outside, but the two are very different in terms of performance

Output System) which, it claims, improves performance by providing features such as Shadow RAM. Shadow RAM is a portion of memory that has been set aside to hold a copy of the system and video BIOS, enabling them to run as high-speed memory instead of slower ROM (Read Only Memory).

In terms of hardware, the company has used surface mounted components and its custom ASIC (Advanced Specific Integrated Circuits) which, it also claims, increases performance and reliability. These features do appear to make a difference in the overall performance of the machines, but it is difficult to determine which enhancements are responsible for the improvements. In any case, both machines perform quickly and smoothly with no obvious problems.

IT'S YOUR CHOICE

Prospective PC buyers could do much worse than look at these two AST machines. However, making a choice between them is more difficult. There is a difference of £540 between the machines and if you can afford it, the 386SX machine offers much better performance. However, the 286 machine can be upgraded to a 386SX, albeit a more expensive option overall.

The Bravo 286 would be a good machine for low-end users or companies which need an intelligent terminal for their local area networks. It works well and would be ideal for people who don't want exorbitant amounts of processing power. ■

DOES IT PASS THE TEST?

FOR

- ▲ Solid and consistent performers
- ▲ Very good documentation
- ▲ The 286 can have processor upgraded

AGAINST

- ▼ Large cases

COST: £1,105 for the Bravo 286
 £1,645 for the Bravo 386SX
 with Super VGA monitor

VALUE: Super

COMPETITION: IBM, Compaq, Amstrad

SPECIFICATIONS

Model: AST Bravo 286/16 and Bravo 386SX/20
Processor: 16MHz 386 or 20MHz 386SX
RAM: 1Mb (expandable to 16Mb)
Storage: 1.44Mb 3.5-inch floppy drive
 40Mb hard drive
Ports: 2 serial, 1 parallel, 1 mouse, 1 graphics
Display(s): HQ 385 or 420

Model: AST Bravo 386SX/20
Processor: 20MHz 386SX
RAM: 2Mb (expandable to 16Mb)
Storage: 1.44Mb 3.5-inch floppy drive
 40Mb hard drive
Ports: 2 serial, 1 parallel, 1 mouse, 1 graphics
Display(s): 4.5, 6 or 12 cm

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HOLOGRAPHIC HORIZONS



Will the world's first 'hologame' start a new trend or take a one-way trip to the arcade graveyard? Rik Haynes speaks with the enterprising entertainment engineers at Sega...

Who would have guessed that, only ten years ago, that players would be seeing arcade games with holographic displays? One of the first new breakthrough amusements in years, the Time Traveler Hologame is a truly epic production featuring Hollywood actors, digitally mastered music and goofy scenarios. Who could ask for anything more?

Rick Dyer of Hologram Ventures in San Diego is the 35-year-old inventor and co-developer of the hologram system. The fact is, Dyer is no stranger to futuristic gadgets and interactive entertainment. As a teenager he devised a crazy duck-on-a-clock that fooled famous philosophers every hour, while a voice-scanned robot called Frank was the talent of his days at Palomar Polytechnic in California, studying for an electrical engineering degree.

Dyer was soon thrown into the hectic world of Donkey Kong, Centipede and Defender, when he helped Mattel make Metal-Drum and Coleco create ColorVision. The latter home video game system was probably the most advanced console of the early 1980s. Where else could you play a gorgeous game based around the Cabbage Patch Kids?

Then, in 1982, Dyer remembered Dragon's Lair, the world's first laserdisc game. Before founding Hologram Ventures, he produced the multi-lingual PowerCup programmable robotic fitness equipment that speaks to you during a workout.

THE HOLOGRAM'S TIME HAS COME

Tom Peit, president of Sega Enterprises in the USA, is the other leading light on the hologram project. With 16 years experience of the coin-op industry, Peit has seen lots come, go and eventually come back again. "Every five years we see a new type of technology," remarks Peit. "Hologram is a technology whose time has come."

Time Traveler is the first Sega coin-op to be developed outside Tokyo. This holographic image reproduces your laserdisc generated video and a novel optical set-up. Light from the 20-inch monitor screen is reflected by the patented concave spherical mirror to

form a 'real image' of the picture on the monitor screen in a space above the horizontal axis of the mirror. These images aren't strictly holographic in the true sense of the word, they just give an illusion of extraordinary three-dimensional imagery.

"Essentially we're taking video source stored on a laserdisc, running it through a Sony monitor and bouncing that signal off the optic," Peit explains. "It performs some magic and the hologram pops up on the stage."

The technology offers some fantastic opportunities for the players. Perhaps we'll have some form of VR in the future

The precision-optics mirror is made by a North American civilian subcontractor who also manufactures cockpit canopies for jet fighters. This is just one of the many reasons why Sega believes the new generation of laserdisc gaming is far more durable than their early examples like Dragon's Lair, Space Ace and Pinball.

"Sony's LDP-1450 is an industrial player designed for long-term reliability and use, reveals a spokesperson. "Laserdisc technology has drastically improved over the past five years. The evolution of solid state lasers and advances of a mass storage disc system now allow much simpler and more reliable laserdisc players."

Classic hallmarks of the old technology such as high temperature gas lasers and analogue mechanics have been replaced by super efficient direct digital

control and specially designed integrated circuits.

"I don't think we would have undertaken this project eight years ago," Peit confirms. "The scan times are a lot faster now so we're able to do a game that doesn't have the onerous lag-time that plagued older games."

Sega's spokesperson is still keen to stress the system's architecture and proven components, reads Time Traveler and adds: "Arcades can throw away their Out of Order signs."

HEROIC TIME TRAVELER

All this technology and trademarking is very dandy, but what about the actual game? A 50p coin is the slot temporarily turns you into the heroic Time Traveler Marshal Oram. This happy-go-lucky guy who takes with a cowboy bang and moves with similar enthusiasm, journeys from prehistoric time through the future to rescue Princess Ki-Lu from the clutches of the evil Vultur. This relegate scientist has disrupted the Time Continuum of the Unifield and needs saving fast.

With seven playables, from prehistoric caves to 26th century skyscraples, Oram encounters an odd assortment of weird characters including Animators, punk rockers, knights in armour, Ninja warriors, cowmen, ghosts and Indians. To complete some of the adventures Marshal must attack the enemy, in others he must simply avoid them to stay alive. Oram can move left or right, shoot, punch, use a sword, jump or duck. When it, the Reversed Cube button will reverse time and help him escape death. Pretty simple, eh?

"There's a variety of choices that the player has to make to its very intricate with a fair amount of strategy involved as well," declares Peit. "There's a tremendous amount of thinking on your feet."

Sorry to throw a dampen on this digital delight, but the game isn't really geared towards the skillful joystick jockey out there. Players only have to survive for four or five minutes before they make it to the final shootout scene!

Nevertheless, Time Traveler incorporates over 30 minutes of expensive film time. Action in the game appears not on the video screen, but on a freespace

A TRULY GLOBAL HIGH TECHNOLOGY ELECTRONIC ENTERTAINMENT GIANT

Ever since US-based Gulf & Western Industries sold Sega seven years ago, the objective has been to transform this Japanese company into a truly global high technology electronic entertainment giant.

During this time Sega has built up a reputation for innovation in both the home and arcades. By pioneering motion simulation games, typified by Space Harrier and 3D Realizer, Sega has changed the nature of the amusement machine industry. In addition, the firm's new concept large-scale leisure centres have proved tremendously popular in Japan. The Space World amusement park in Fukuoka, for instance, features all the most successful Sega games.

Last year, over Yen3.5 billion was spent on the research and development of new projects. One of the most important examples of this pioneering spirit was the release of

the first 16-bit home video game console in late 1988. The Sega Megadrive is giving even the mighty Nintendo a run for its money. Everybody is keeping a close eye on the upcoming Megadrive versus Super NES 'Battle of the Console' in the USA this autumn, with the winner probably commencing a whopping-up campaign over here next year. Then there's the recently announced Mega-CD accessory, which not only expands the data storage capacity of the Megadrive to a massive 556 megabytes, but also enhances the system's graphics and sound capabilities to coin-op standards. Not bad going for the people who originally produced Babel Rhapsody.

The acquisition of Sega's European distribution operation from Richard Branson is seen as the latest smart move for the company's corporate cowboys. What will Sega do, or buy out, next?

ENTERTAINMENT

stage located in front of the control panel. The stereo output of the laserdisc player is amplified and then sent to four fidelity speakers so players can hear the specially composed music score, voice dialogue and sound effects.

The game warriors and punk rockers seen and heard in the game aren't ordinary sprites, they're real actors from Hollywood. No wonder it was such an expensive effort. Almost 1,000 actors auditioned for the 36 speaking parts in this all-star movie. Perhaps Sega has provided the next Arnold Schwarzenegger or Julia Roberts? Marshall Gorn is played by Steve Wilbur, an actor and professional stunt co-ordinator, and Princess Kyi-Lia is, in fact, an aerobics instructor from Las Vegas called Leanne McWicker.

THE REAL CHALLENGE

"Basically you shoot all the footage, filming Marshall Gorn and the other characters going through their physical motions," describes Pell. "You put all this down on tape and then go into the studio and add all of the special effects around it: the lighting and flunder, fire and fumes, explosions, light prisms, and so on. Then you use the digital soundtrack. Finally, you edit your programmes and start to code gameplay that takes advantage of these fantastic graphics and sound. That's the real challenge—blending the video into the game and making it fully interactive."

A further team of almost 100 people laboured night and day on the project for something like 10 months to perfect this final stage. Surprisingly, Sega employees resisted the temptation to slip into a costume and star in the game. "Not with this one," Pell laughs.

Hologram Time Traveler is the first in a whole new generation of arcade entertainment products that will take Sega into the next century. Dyer and Pell are already devising new games and storylines which utilise Sega's optical-mirror patents. Future holograms could sweep the laserdisc for a CD-i player, PC hardware or a dedicated disc of silicon.

X-RATED HOLOGRAMS?

Sega has already contacted major men's magazines including Playboy, so could there be an X-rated hologram on the way? Dyer is currently exploring new business-like applications for the hologram technology with his friends at Wit Design in Mind. Together, they're offering long-sighted companies the chance for 3-D point-of-sale window widgets to promote their products in Japan, Europe and the USA.

Those hungry for further trivia may like to note that this was the original reason why the holographic laserdisc video technique was introduced to unsuspecting punters. A Japanese advertising company called Dentsu has been using this technology for quite some time now. Sega's engineers just adapted the principle and made the whole thing a lot cheaper to make.

Tom Port is very cagey when it comes to talking about other hologames in the pipeline. "We're looking at future games and applications for the technology," he promises. "The technology is so wide open that there's a variety of things we can do with it. I don't believe we have to do a big budget Hollywood-style effort to be successful. Sure, that's the initial approach we've taken, but I think there are others as well. We're playing with a lot of that right now. There's more than one way to skin a cat."

THE ENTERTAINMENT FACTOR

So what are the important factors in creating a good hologame? "We must maintain the one key focus that we are in the entertainment business. We're selling entertainment and every hologame has to be entertaining. A game has to represent a reasonable amount of challenge and provide the player with an intrinsic feeling of enjoyment without an extensive amount of frustration. It's a fine balancing act which you have to attend in order to make a successful game."

Players want to be excited physically as well as mentally and if you do your job properly you can bring out both of those factors within them. Players tend to like fast action and control over their own destiny. They like to face decision-making situations representing a challenge, but they also want to have fun.

If you can take all those psychological and physical factors and combine it into an experience that represents entertainment and amusement then as an end result you've got yourself a good product. That's what we're trying to achieve with every game we do, not only hologram titles like Time Traveler."

INTERACTION AT THE MOVIES

If the rapid development of arcade video games continues we could be playing interactive movies within the next five years. "Just look at some of the fantastic applications of new technology and some of the things we're able to do now with CD-i and laserdisc."

The simple architecture and proven components inside Time Traveler means Arcades can throw away their Out of Order signs

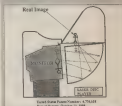
"Interactive movies are underway at several different groups at this time. There are some difficulties preventing them from making the interactive movie a reality, but it's fairly how we always find a way around those barriers. Most of these are divisions of technology and cost-effective applications."

"I think we're going to be playing games that offer

PATENTED DISPLAY SYSTEM

The Hologram TM Time Traveler game utilizes a display system defined in the United States under Patent Number 4,376,116. The basic elements of this system are the following:

- 1) A cathode-ray tube (TV Monitor).
- 2) A black surface, concave spherical mirror.
- 3) A light-holding structure.



* The concave spherical mirror and monitor are arranged such that light from the monitor screen is reflected by the concave mirror (indicated by dotted lines) to form a "real image" of the picture on the monitor screen in a space above the horizontal axis of the mirror

an on-going growth of visual technology. Sega has just introduced a 32-bit system and it will only be a matter of time before the cost effective parameters of 64-bit games are real for us.

"We have one at Sega that we're working on right now that's going to be a very powerful system. This is our first venture into polygon graphics. We will have a series of projects that will release utilizing that technology. It offers tremendous capability and provides the designers with an opportunity to create their own worlds so the player can go in and access any point within that universe and experience something there. The technology offers some fantastic opportunities for the future. Perhaps we'll have some form of VR in the future."

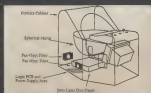
Sega is to be congratulated. The holographs of Time Traveler are a real visual gimmick which seems to keep the crowds happy. At the end of the day, I personally prefer the ultra-violent charms of that other new laserdisc game on the scene...*Mad Dog McGeel* ■

Hologram Time Traveler is already being played by game addicts in the US and Japan and is here in the UK next year. You can test your gaming skills at M & D's in Southend and West End arcades.

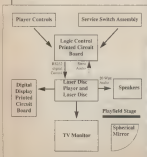
SYSTEM FILTERING AND COOLING

The Hologram Time Traveler Game utilizes two 105 CFM fans which provide cooling and air filtration. The air is drawn from outside the cabinet and is filtered by a 45 PPH (Pages Per Hour) filter which removes coarse dust particles from entering the cabinet. The system also provides cooling for the Logic Control and Power Supply Assembly.

Once the cool air is drawn into the cabinet, it is again filtered by a 45 PPH HEPA (High Efficiency Particulate Arresting) filter which removes fine dust particles from entering the Laser Disc Player Enclosure. By forcing filtered, cool air over the Laser Disc Player Enclosure, dust accumulation is kept to a minimum and the Laser Disc Player and cooling system is kept up to speed as well.



* Dust free and never too hot to handle, the Time Traveler has its own filtering and cooling system



* A simple flow diagram for a very complex holographic system

GENLOCK

VAMP UP YOUR VIDEOS!



• The 8802 genlock has been upgraded with exciting new features

Until the mid '80s producing flashy-looking video graphics for films and videos was an expensive business. Professional editing suites would cost hundreds of thousands of pounds, so even something fairly simple, such as superimposing a reporter's name on screen during a news item, would be well beyond the financial reach of anyone outside a leading film or television company.

But with the advent of the home video, portable video cameras and, most importantly Desktop Video, all this has changed. Now anyone with a computer and a video recorder needs only one more element to have an editing suite in their own home, and that is a genlock.

Genlocks take the incoming signal from a video and enable it to be displayed on a computer monitor. Once there, the signal can be combined with graphics created with an art software package, such as DeluxePaint, or a titling package, such as Video Studio, or even with scanned or digitised images.

One of the leading genlocks for the Amiga is the Rendite Super-8802 from Marcani Limited in Northampton. A low cost device (£199.99) which produces near broadcast quality results, the Rendite Super-8802 has been the staple product of Marcani's range in the four years since it was first launched. Over 10,000 have been sold world wide both to serious enthusiasts and businesses.

For example, the company recently had to specially redesign the genlock for use on Concorde. The pilot wanted a device which could flash up 'fasten your seat

belts' and 'please extinguish your cigarettes' messages over the video films being shown. However, the normal genlock would have interfered with vital radio signals, so a slightly modified version had to be installed.

Now Marcani has improved the 8802 to take advantage of the higher quality pictures available with Super-VHS. The new Rendite Super-8802 also has a number of other exciting enhanced features:

- Hardware controlled 'fades' where the graphics dissolve into or out of the picture.
- Hardware controlled 'wipes' - where the graphics are wiped from the screen horizontally, vertically, diagonally or even in an explosion effect.
- Cross fades between the image on the Amiga monitor and the video image.
- An integral switching mode which means that you can look at all of the incoming images individually or combined using just one monitor.

This new Rendite Super-8802 would normally set you back £599.99 (£430 for existing 8802 users). But this wonderful piece of television technology could be yours for the price of postage stamp and a little expenditure of mental energy.

All you have to do is answer the four questions below stick them on the back of a postcard or an envelope and send it to the following address: Genlock Competition, New Computer Express, 29 Monmouth Street, Bath, Avon BA1 2DL. ■

Need the professional touch on your home videos? Or do you know a rock group that needs a flash promo? Amiga graphics can help you, but you need a genlock to get them on your video, and we've got one of the best around to give away...

SO, YOU WANNA FREE GENLOCK?

Then tell us...

1 Which pop music television show uses Amiga graphics?

- a) Top of the Pops
- b) Songs of Praise
- c) The Chart Show
- d) The Hitman and Her

2 What is the colour traditionally used in the 'chromakey' technique to overlay one video picture on top of another?

- a) Green
- b) Black
- c) Blue
- d) Harvest white

3 Which of the following programs would be best suited to creating impressive title sequences for your home videos?

- a) Adobe Photoshop
- b) Lennings
- c) DeluxePaint II
- d) Norton Utilities

4 Which of the following would you not use for desktop video editing?

- a) A computer.
- b) A frame buffer.
- c) A cocktail mixer.
- d) An RGB monitor.

WE'D LIKE TO ANNOUNCE A WINNER

...of the Express PC Organiser Competition, but this time get the questions right!

They weren't really that difficult, were they? But don't stop reading - what we're going to do is to give you a second chance. Those of you out there who lost your New Computer Express with the respect it deserves, nearly tiffing it away in a magazine bin, will still have copies of Issue 131. Turn to page 58 and have another go at those questions.

You have until 5 September to send in your entries to This time I'll get it right comps, 29 Monmouth Street, Bath, Avon BA1 2DL.

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